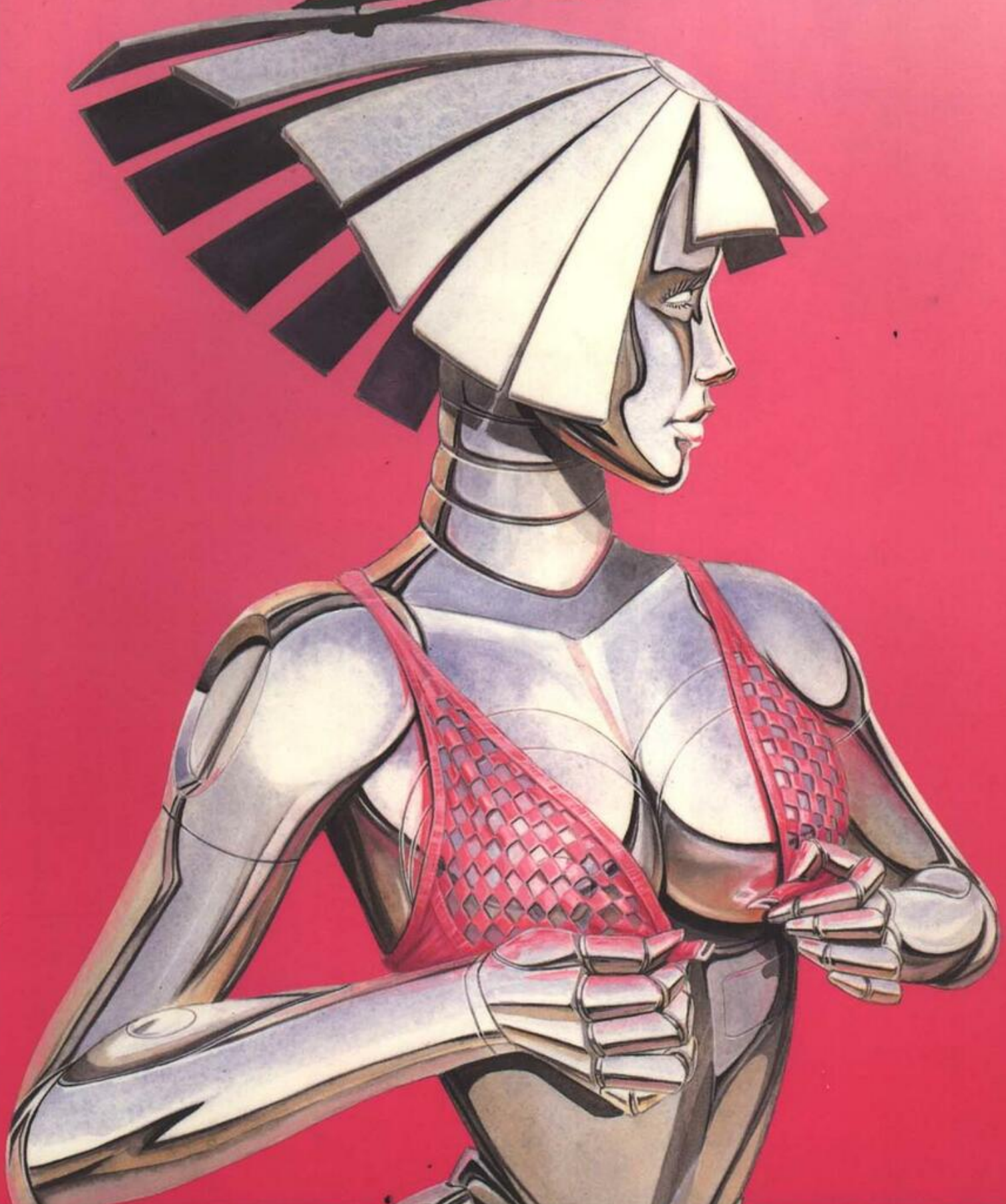
CHROME



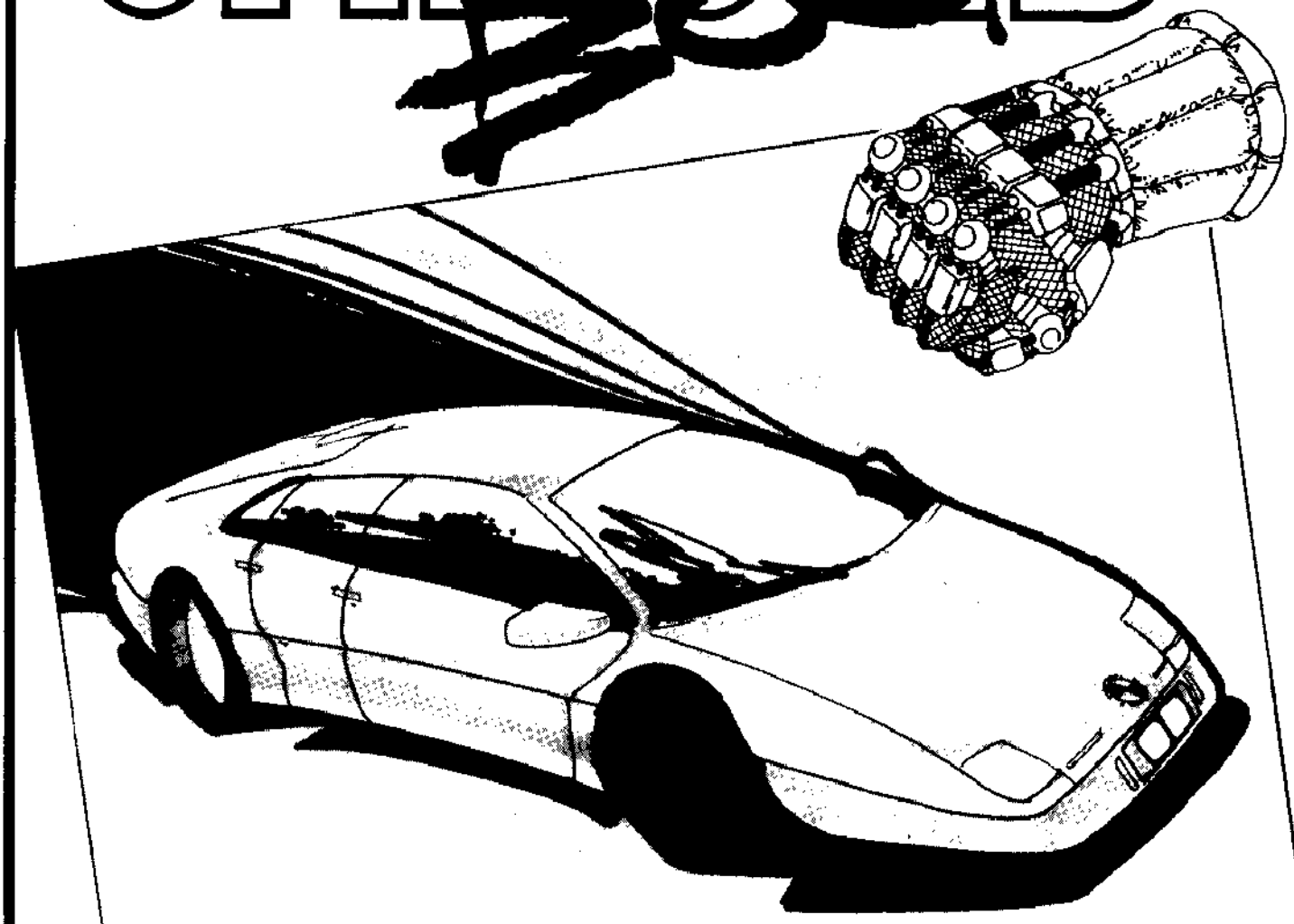
WEAPONS • ARMOR • CYBERWARE • FASHION • VEHICLES • CHIPWEAR

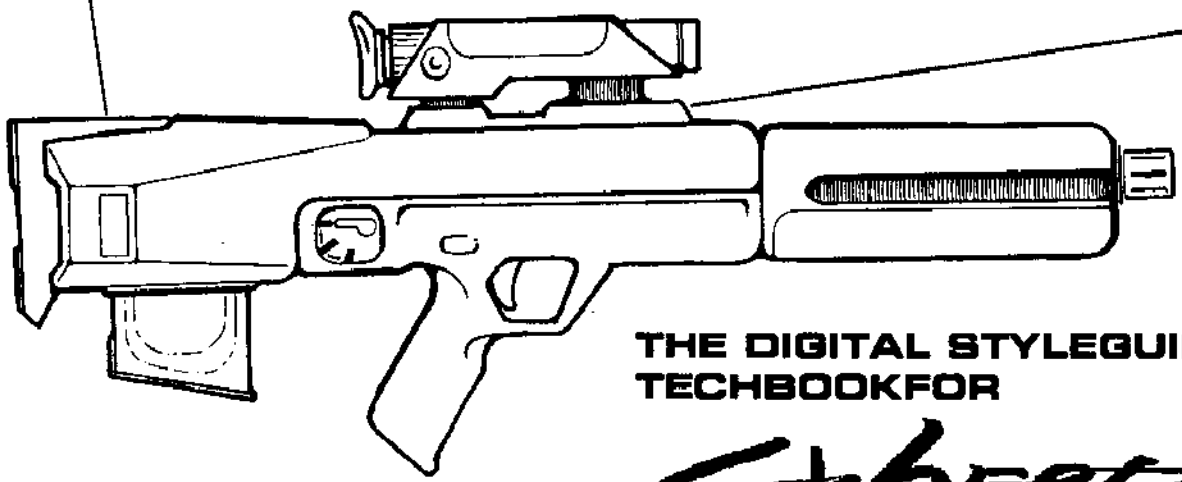
A SUPPLEMENT FOR

Cyberpunk

R. TALSORIAN GAMES, INC.

CHROME





THE DIGITAL STYLEGUIDE AND TECHBOOKFOR

Cyberpunk 2020

INTRODUCTION

IF YOU'RE *CYBERPUNK*, YOU'RE GONNA LOVE THIS BOOK.

I KNOW I DO. IT'S GOT ALL THOSE THINGS I NEED WHEN I DO A *CYBERPUNK*® RUN; GADGETS, GEAR, NIFTY LOCATIONS AND SLICK NEW TOYS. IN SHORT, THE NON-ESSENTIAL NECESSITIES— CHROME— FOR A GOOD *CYBERPUNK*® GAME.

THE **PERSONAL ELECTRONICS** SECTION STARTS YOU OFF WITH A BANG: LOTS OF GADGETS THAT PLAYERS ALWAYS IGNORE UNTIL THAT MOMENT WHEN ONLY A LEFT-HANDED WRENCH WILL DO THE JOB. THE **VEHICLE** SECTION'S SET UP TO GIVE A REFEREE AN OVERVIEW OF A WIDE VARIETY OF 2020 MOVEWARE; NOW YOU'LL KNOW WHAT A NOMAD RIDES AND WHAT A BOOSTERGANG CAN MUSTER AGAINST A POLICE BARRICADE.

CHECK OUT THE **HOUSING SECTION** FOR IDEAS ON LIVING CONDITIONS IN 2020. WHETHER YOU NEED A LUXURY PENTHOUSE WHERE THE PC'S CAN MEET THEIR CORP CONNECTION, OR A SLEAZY COFFIN-HOTEL AS THE BACKDROP TO A DRUG DEAL, YOU'LL FIND IT HERE. JUST FOR FUN, WE'VE ALSO ADDED **EXECUTIVE SERVICES**; THE PEOPLE WHO GET THINGS DONE FOR YOUR CYBERPUNKS (AND INCIDENTLY PROVIDE THEM WITH ALL KINDS OF ADVENTURE HOOKS!) LASTLY, THE COLOR **FASHION SECTION** GIVES YOU THE LOWDOWN ON WHO WEARS WHAT AND WHAT'S TRULY SUPERCHILLED THIS YEAR.

OF COURSE, WE'VE ADDED LOTS AND LOTS OF FUN AND DEADLY **WEAPONS** FOR YOUR SOLOS TO PLAY WITH, AS WELL AS NEW **CYBERWARE** AND **CHIPWARE** FOR EVERYONE. THERE'S EVEN SOME NEW (AND NASTY) **SOFTWARE** FOR THE NETRUNNERS. SO WHATEVER YOUR *CYBERPUNK*® GAME' IS LIKE, YOU'LL FIND AT LEAST TWO DOZEN THINGS HERE THAT YOU'LL WANT TO USE.

CHECK IT OUT. LIKE I SAID, YOU'RE GONNA LOVE THIS BOOK.

R.TALSORIAN GAMES, INC.

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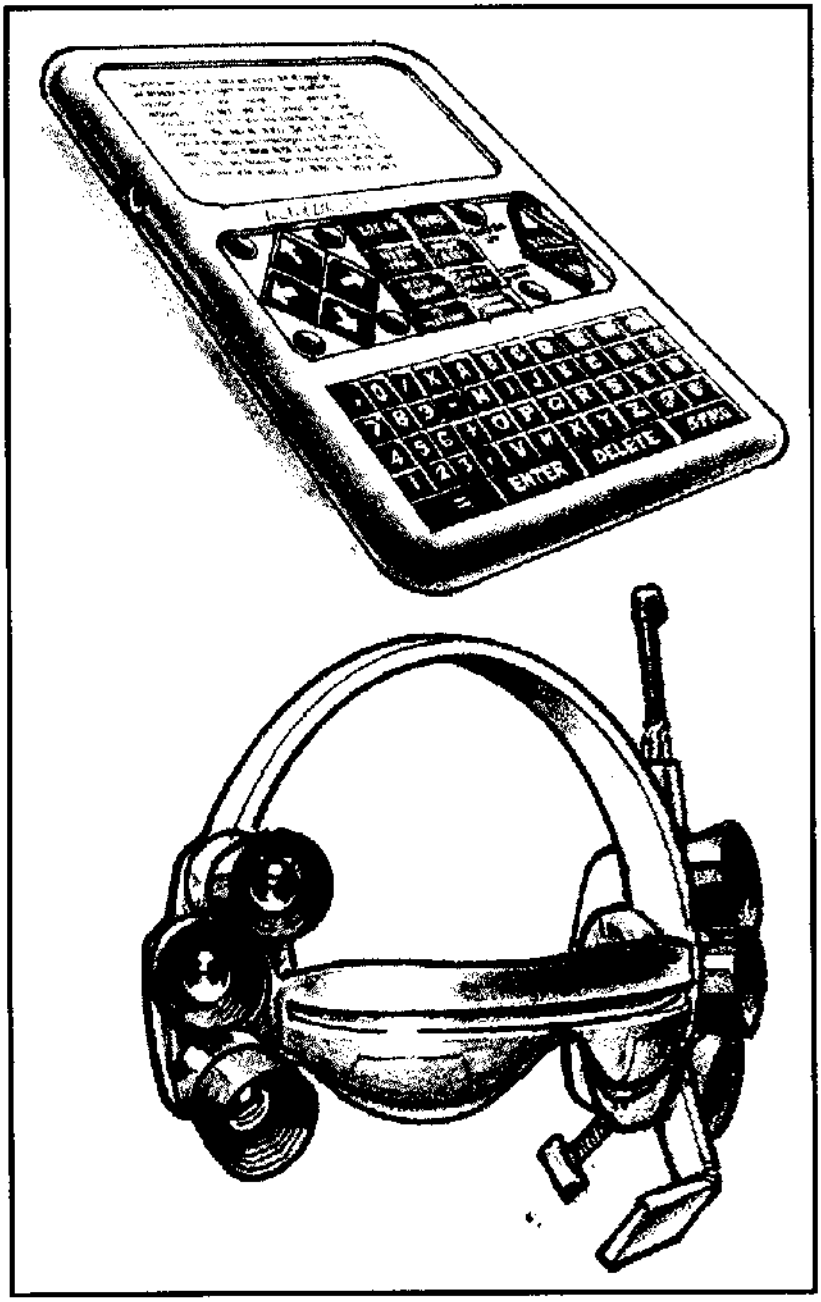
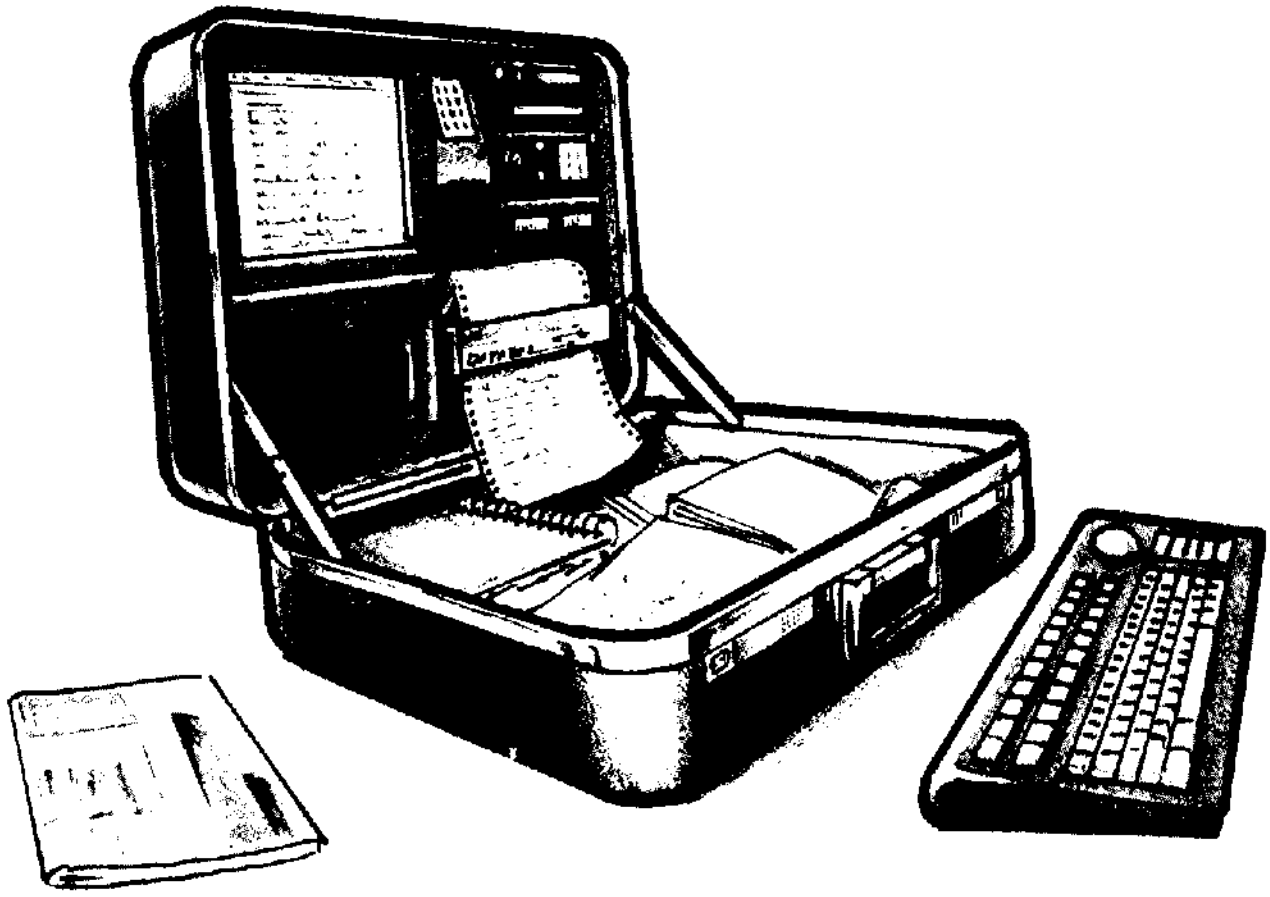
ELECTRONICS & Miscellaneous Techware



"Whether it's communications, security, information services or just plain entertainment, this year's Chromebook offers numerous personal equipment entries for the discerning cybernaut. If you're a Netrunner, make sure you interface with our new Utility Sneaksuit or Deck Security systems. For the Rockers, Telectronic's compact Digital Studio may be just what you've needed. There's digital weapon links and speedgear for the Solos, and Cybercam links for the Medias. And of course, Worldsat's integrated Office Commo system for the well-heeled Corporate..."

—The Chromebook download for January, 2020



Advanced Communications Suitcase 8000eb.

DataTel

Keep in contact with your business!

Datatel's new Advanced Communications Suitcase has the equipment required to let you stay in touch anywhere in the world, or in orbit. This sophisticated system begins with a 48 MHz personal computer (See Laptop Computer, 'Punk 2020 equipment section.) with on-line memory and drive, linked to a plug-in portable Cybermodem (speed +2, 20MU, data walls +4, vidboard, chip reader). The system also includes a standard cellular phone, mini-fax, and optional short-wave capabillity (add 800eb. for short-wave radio).

TRITECH

Line Tap Detector 60eb.

Who's listening to your phone?

Tritech's inexpensive line tap detector measures changes in line impedance to inform you when anyone is listening in on your conversations. Green, yellow, and red lights tell you when the line is clear, monitored from an extension, or tapped. This device will not detect surveillance of cellular phones or fiber-optic networks.

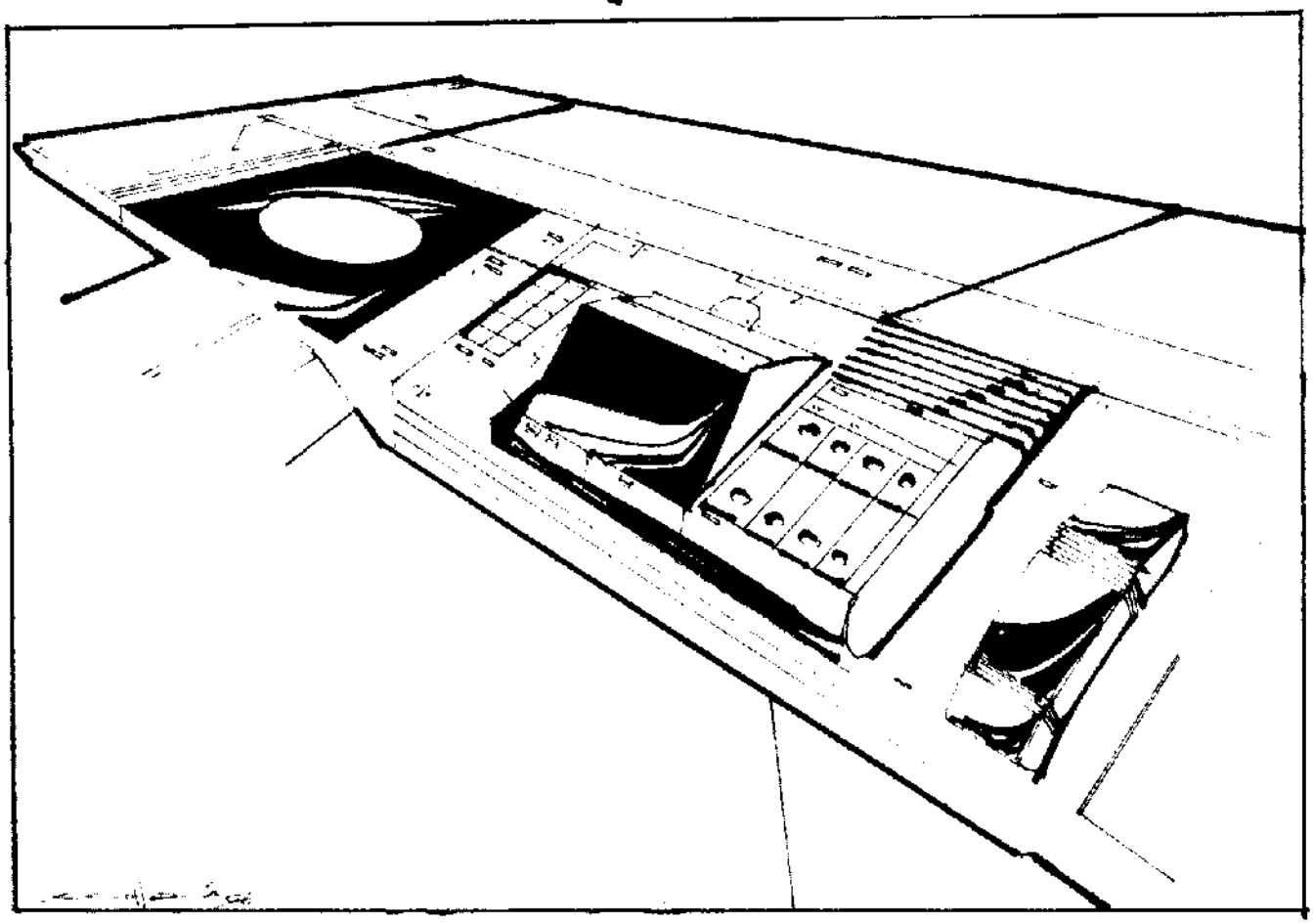
TRITECH

Linozap™ 350 eb.

Line Tapped? Now clear it!

Simply press the button on the unit and 50 Kv of electricity will fuse the circuits of any listening devices attached to the line. An isolated transformer protects your own phone from damage. Be totally sure your line is secure.

Warning: willful destruction of private property is a crime, and interfering with a legal tap is a felony. The Manufacturer does not condone any illegal activity or illegal usage of this device. Manufacturer assumes no liability for damage to phone lines from use of this product.



Office Communications Suite — 1000eb.

The Ultimate In Corporate communications!

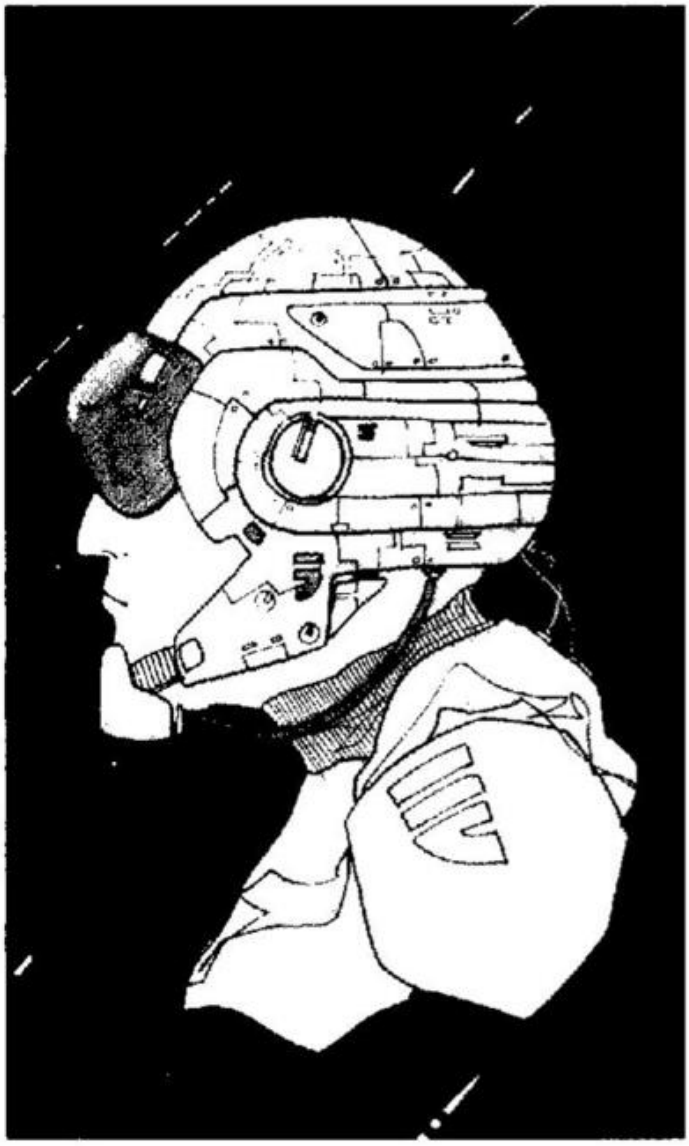
Worldsat's integrated Cellular Phone/Fax/Message Machine system allows the enterprising executive to handle and manage his communications easily and efficiently. The answering machine keeps you from missing those important calls with a beeperless remote, and has a remote fax alarm as well. A built-in switching device selects between fax and voice transmissions automatically, preventing the annoyance of hearing the fax tone when you pick up the phone. The cellular capability can be carried on a standard cellular account, providing access anywhere service is available. And the printed transmission report logs all fax calls with error checking, all voice calls including number called and connection time, and all incoming calls, whether fax or voice. The system can also include a video intercom for a low extra cost. Office vid system 1100eb. extra.

CHECKER SYSTEMS

Cab Hailer — 150eb.

Never be without a ride again!

Checker Systems Incorporated announces its new cellular Cab Hailer. Only 7cm x 5cm x 1cm, it is lightweight, convenient, and practical. Accepted in 36 member countries, the Cab Hailer automatically calls the nearest available cab to your location, ensuring prompt service. Simply plug the unit into any DataTerm outlet (found in airports and major hotels), and the local call numbers and frequencies are loaded into its memory. When you need a cab, simply lift the safety and press the call button. The closest vacant cab will promptly arrive (1D6 minutes) to carry you to your destination. Never worry about fumbling for change, either, as the Cab Hailer automatically processes billing for the fare, including the tip (itemized statement is sent to you each month). Additional activation charges: 10eb./month plus fares.



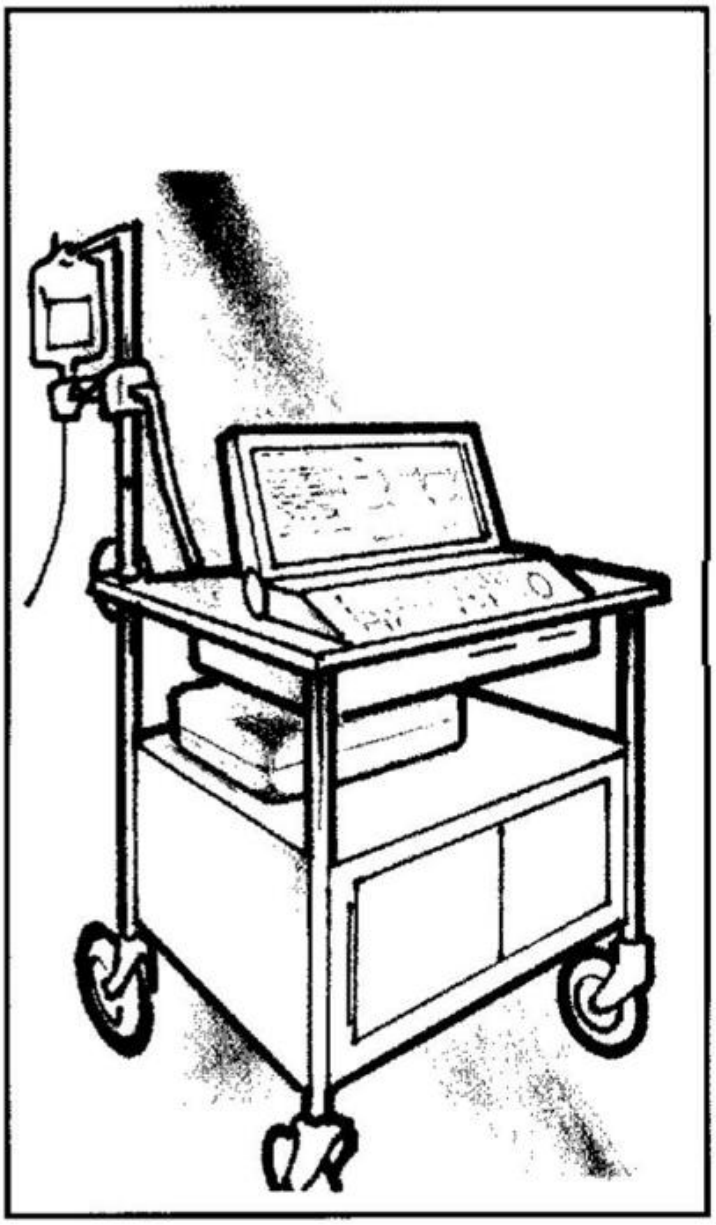
Microtech

HEADGEAR™ CYBERMODEM TECH

HEADGEAR™ Cybermodem Helmet 4100eb.

Elegance in form and function!

This injection-molded, impact-proof helmet (SP 16) houses a sophisticated cyberdeck complete with reflex-translators, neural interface jacks, and utility program drives. HEADGEAR™ also contains a heads-up info display and radio link. Weight 4-4.75kg. See your Microtech dealer for further details. (Portable deck, MU 10, Speed +2, Data Walls +2).

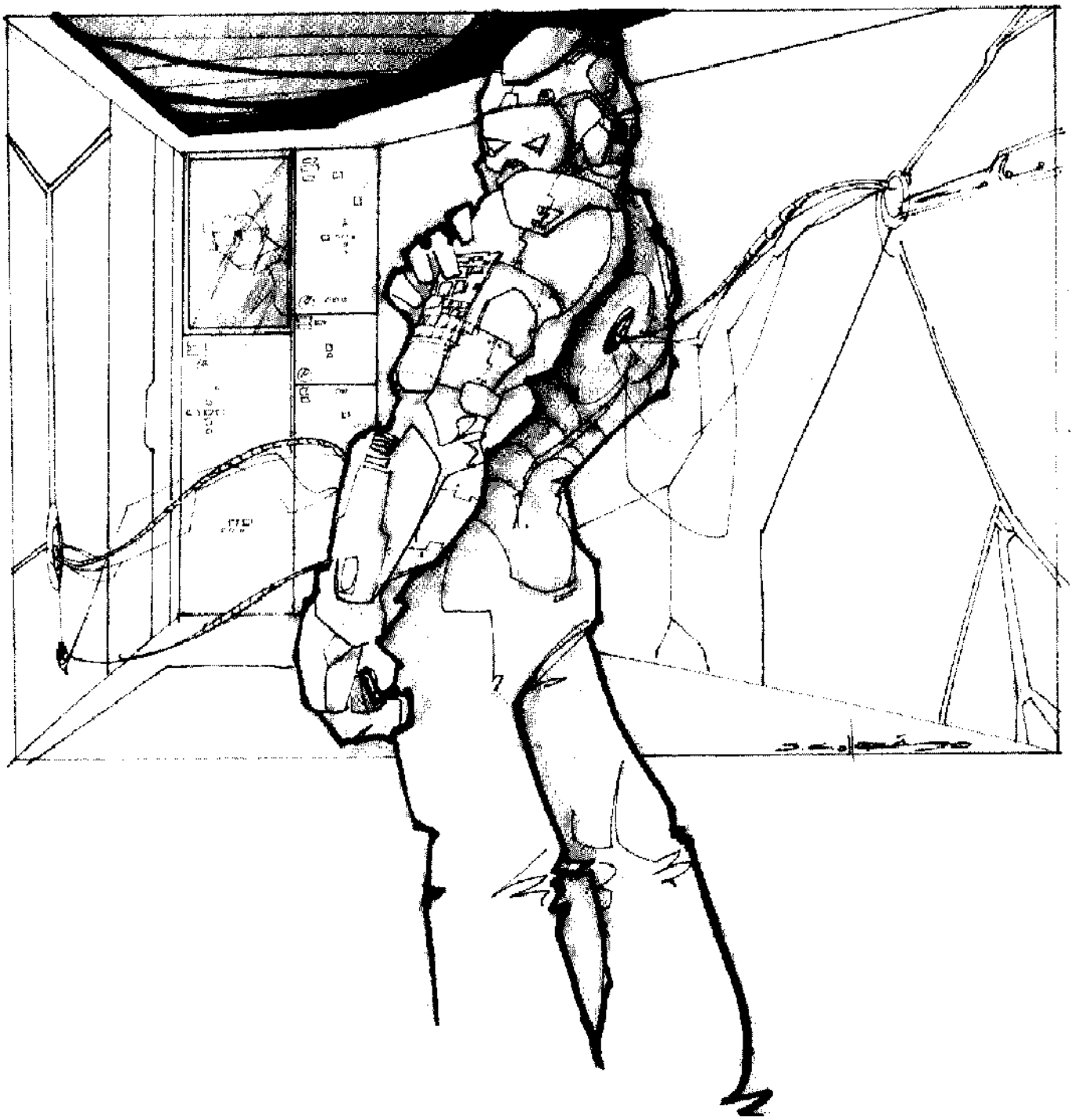


BODYWEIGHT
Life Preservation Systems

Life/Support® 500eb.

No long-runner should be without one!

The latest support option from Bodyweight. When this package is connected to a cyberdeck, a biomonitor watches the user's condition, controlling an IV drip for feeding and a catheter to take care of bodily functions. Such a system is relatively small (about the size of a PC monitor), and can keep the body going for approx. 72 hours of constant work within the Net. Weight 1.3-2kg.



Net-Runner™ Cybermodem Utility Suit

6300eb. (**Portable deck**, MU 20, Speed +1, Data Walls +3),
7800eb. (**Cellular deck** and IR Sneaksuit options)

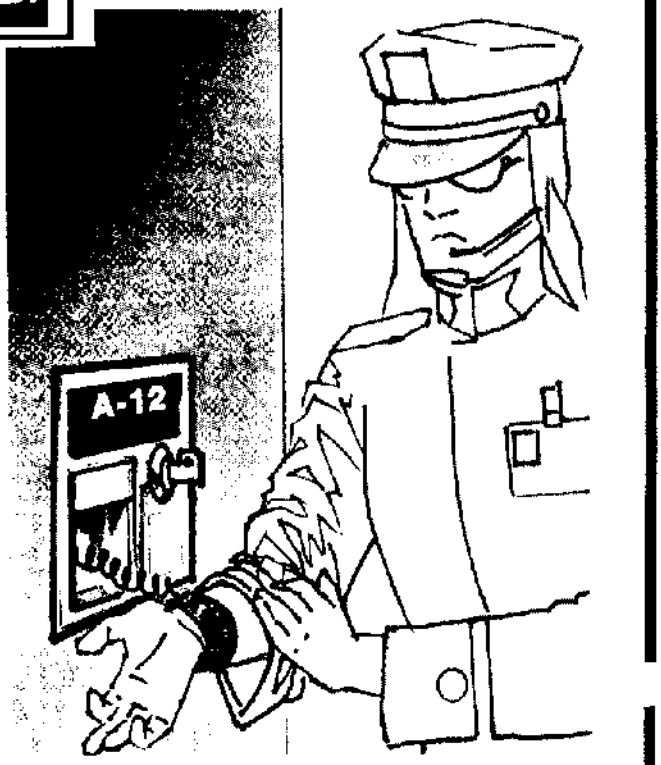
Walking simplicity with compact power!

A fully-functional, netrunning cybermodem system in a ready-for-action configuration. The collar houses the deck's reflex-translators and neural interface jacks. Control surfaces, a 20MU memory bank, and a keypad are located on armpacks, and utility/interface programs are loaded into a belt-mounted processor. All systems are connected by fiberoptic cables which run through the multi-ply kevlar bodysuit (SP 12, available in many styles, colors, and fabrics; including light-absorbent, IR-reducing sneaksuit weave). A biomonitor and wide-band radio commlink are included in the package. Very popular with assault-programmers and commandos. Weight 3.25kg.

Smartlock Door Security System 250eb./level

If you know security, you know Smartlock™.

Stop those midnight entries, and keep tabs on your guard forces! A Smartlock can be installed on any door, safe, or terminal, requiring that the user actually plug into the lock via an interface cable and communicate the correct combination code (or other data required) in order for the lock to open. An additional option for 220eb. requires that a guard jack in at certain preset times or a police alarm sounds.



Mini-printer 125eb.

Equal in size to the pocket computers or portable cyberdecks it's linked to. Uses 500 foot register paper (1eb per roll) and a tiny laser printer head.

Paper Shredder 500eb

Secure your trash!

Prevent loss of valuable corporate secrets through improper waste disposal. This Arasaka-designed paper and disc shredder destroys both hardcopy information and computer discs at an economical price. Advanced safety features prevent injury to the operator.

EUROBUSINESS MACHINES CORPORATION

EBM Carfaxx© 2002 500eb.

EBM's new portable cellular fax machine combines the convenience of cellular with the business power of fax, giving you mobile fax transmission from your car. Perfect for the traveling businessman, this fax machine is fully compatible with all standard fax devices. When your car is your office, give it full office potential with the EBM fax machine. Can be linked to DataTerms and most vehicle short-wave systems.

Auto Punchout 330eb.

What you're reading may save your life!

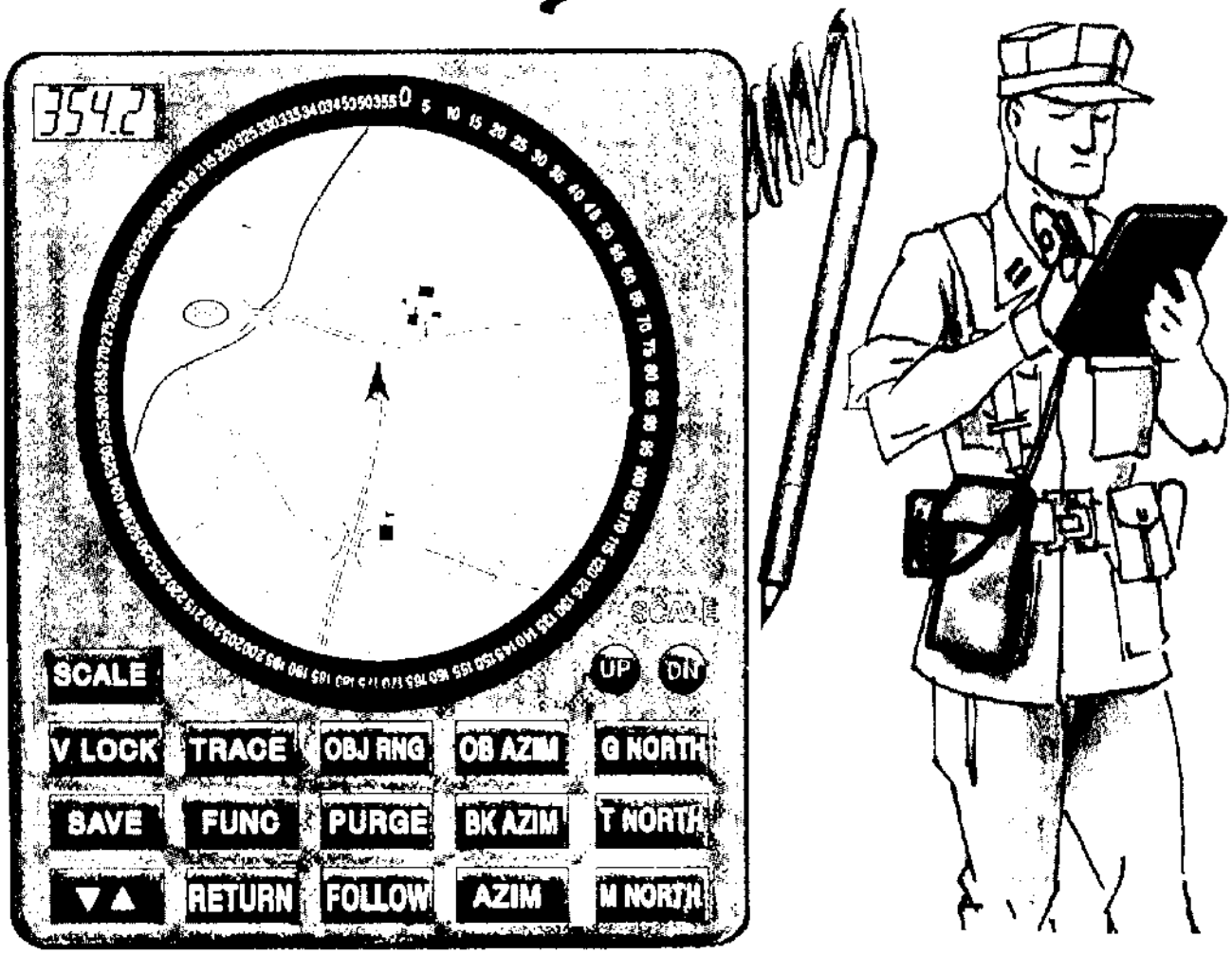
Worried that somebody's slipped a Brainwipe into your bank file, ready to fry you the next time you check your balance? (If you're not worried, you should be.) Then MinFac's new Auto Punchout is the hardware for you. These analysis plugs instantly disconnect you when it detects any current stronger than a data signal. Bad news for Netrunners, though—the extra circuitry that signals must pass through slows the user's Netrunning Initiative Roll by -5.

Telectronics® Telectronics Telectronics

Sonar Scanner 50eb.

Never get stuck in the dark.

Telectronics' Ranger is a hand-held sonar sensor with dual functions. First, it accurately measures distance to, and the dimensions of, the nearest solid obstruction. Second, it serves as a motion detector within a 120m. radius. Weight .2kg.



DataTel's Mapmaker® 500eb.

It's late, it's dark, do you know where you are? DataTel does.

The Mapmaker serves as a portable inertial tracking computer, pre-programable with the exterior dimensions of an area as well as specified mapping symbols. It will mark progress through unknown terrain, showing position in relation to the starting and current positions. The path, and any noted surrounding area, are recorded in its memory. On traceback mode, the Mapmaker provides warning via audio signal, visual, or both when the return course deviates from its entries. Weight 1kg. Note: for 400eb. more, a Navstar satellite link system can plot your true Earth position to within 10m.

Netrunner Flip Switch 135eb

Never let your guard down!

The Flip Switch system allows the netrunner to 'flip' from his perceived position in the Net to reality and back at a thought. A good way to check up on things when you're 'running during a crisis situation. When 'flipped' into reality, the netrunner's signal remains where he was, and he is still vulnerable to attack by ICE within the Net. The reality view is projected onto a 2m x2m "window" in the Net, giving the view the Netrunner would normally see out of his own eyes.

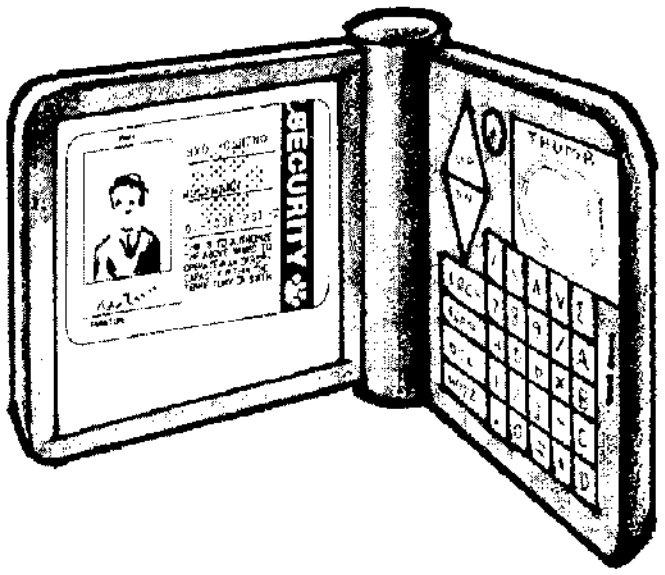
Deck Security System

400eb [thumbprint]

1000eb [retina]

Keep your deck to yourself!

This Cyberdeck Security System consists of a thumbprint scanner which is connected to the deck's CPU. Unless a pre-programmed print is used, the deck will not operate. A secondary monitor checks blood flow, so that a dismembered thumb cannot be used. The more advanced version uses a retina scanner (if the subject has cyberoptics, it checks the serial number of the optic).



DataTel

Image Wallet 100eb.

Information at a moment's notice!

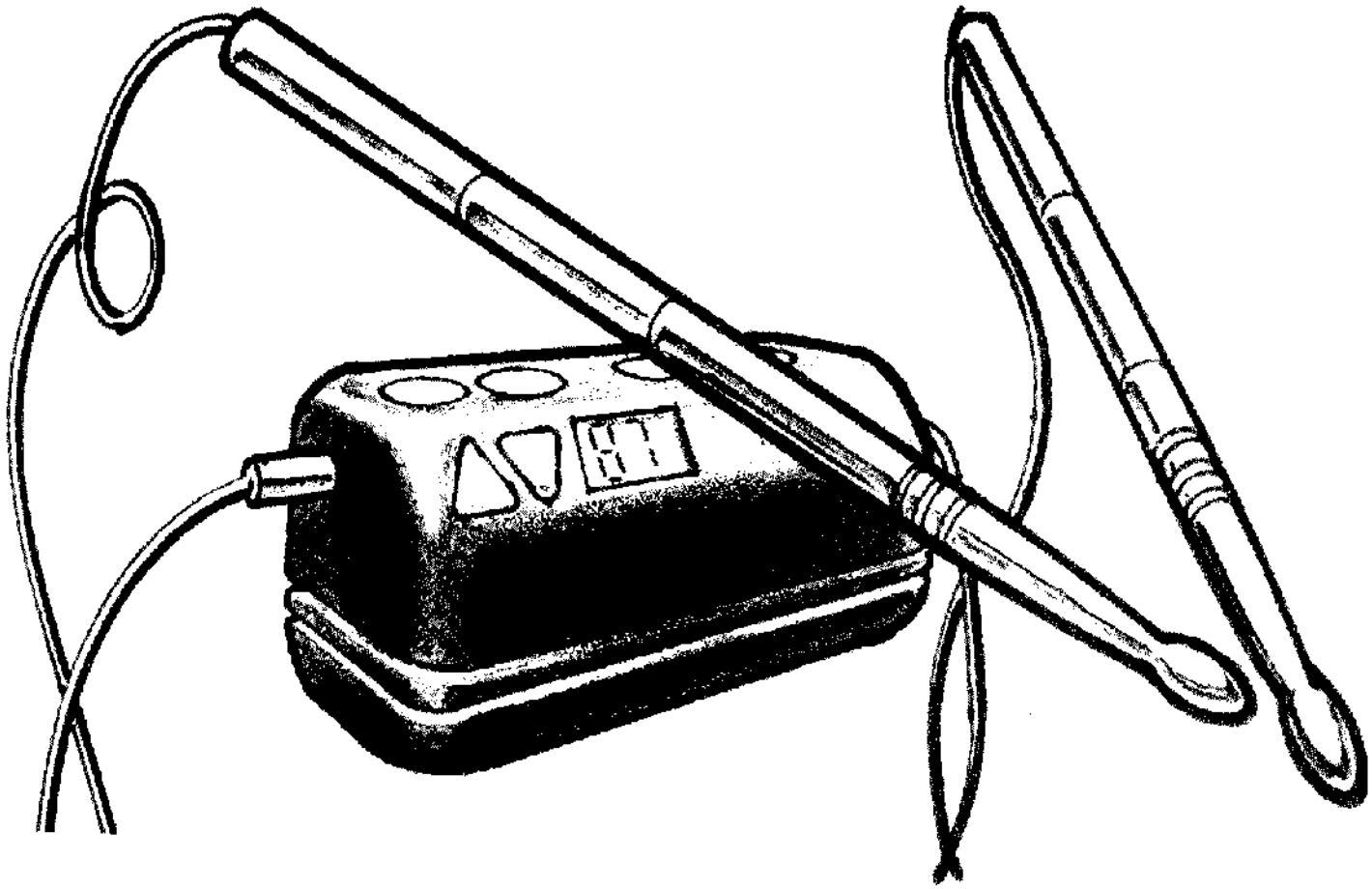
From DataTel, a completely self-contained electronic documentation carrier. The Image Wallet is the wave of the future: by pressing the owner's thumbprint on the cover, documents' images will be flashed on the surface of the wallet one at a time (the owner may specify specific documents). Registration cards, ID, and other types can then be optically scanned. Weight: .1kg.

WorldSat COMMUNICATIONS

Newsviewer 100eb.

Always be on top of information in today's world.

The Newsviewer is WorldSat's portable dataterm download device, aka, the "Newsdeck". News preferences can be audited by logging on by thumbprint. The system will then review stories in the order desired, working from a menu of story headlines. It can also be set to alert the user to breaking stories (monitoring the mediacorp broadcast bands for their distinctive "alert" codes). Weight : 0.1kg, rental fees 2eb.an hr.



DPI Smartsticks 800eb.

Bringing drums into the silicon age.

This new cybernetic instrument brings the drums into the silicon age. Smartsticks consist of two hand-held, drumstick-style tactile reactors, cables which lead from the sticks to an on-belt synthesizer package, and interface cables to link the synth-pack to the player's plugs. The result is a +1 on *Play Drums* skill, but with the added advantage of being a synthesizer: any percussion sound can be programmed and accessed by striking a 'stick' on a solid surface (drums, walls, heads). The synth-pack is radio-linked for amps or speakers. Dealer's prices may vary.

Sleep Inducer 85eb.

TRITECH

Everyone needs their rest; some just need it quicker!

Tritech's Sleep Inducer, aka, "The Russian Sleep," consists of a small device with electrodes which are placed on each eyelid and the nape of the neck. A small current then passes through the brain putting a person directly into deep sleep. Users can get a full night's sleep in two or three hours. If not turned off via the integral timer, the user will eventually be awakened by hunger. Weight under 0.5kg.

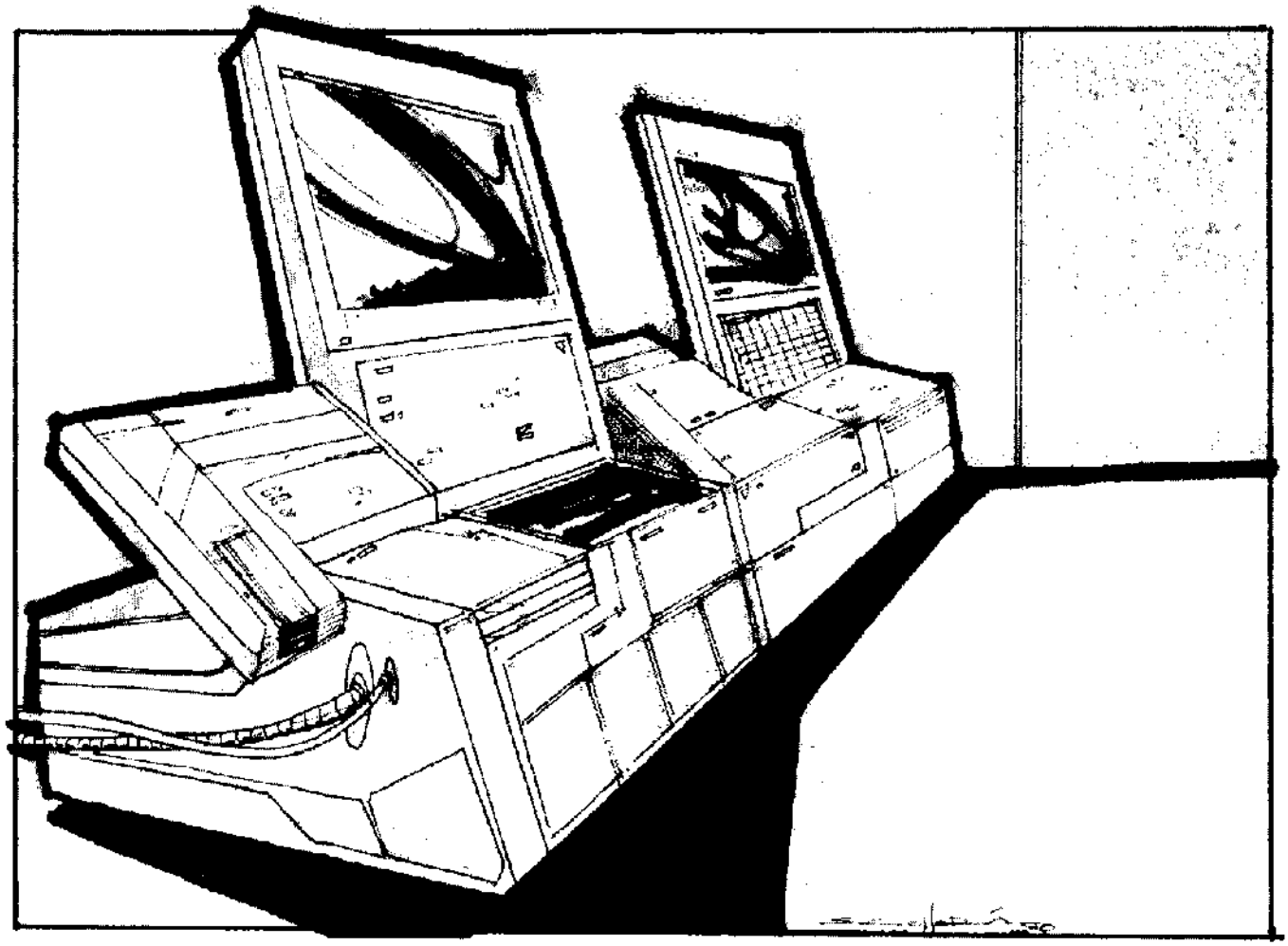
Fireproof Clothing

Fireproofing and high fashion !

Salamander Line— New from Savagery Fashions, the first line of fashionable fireproof clothing! Overcoats, jackets, pants, and hats that cannot burn. Make your style equal safety with Savagery's Salamander Line! Base Costs: Multiply by Style, as on CYBERPUNK 2020, pg. 58

Coat	110eb
Jacket	100eb
Shirt, hat	65eb
Skirt, pants	75eb
Overcoat	250eb

Game Effects: This wardrobe acts as SP 20 protection against all FIRE damage only.



Digital Recording Studio 12,000eb

Record your own audio chips!

Telectronics' professional quality digital chip recorder records up to ten chips simultaneously. Wide-band frequency capability gives the T-2020 a full 20 to 65 thousand Hz recording at 0.00001% THD. A sixteen channel multi-tracking SMPTE mixer provides the solo musician the ability to sound like a full band. The T-2020 is approved by the World Musicians Exchange, and was used by Sarah O'Connor to produce her recent Top Ten hit *Loving at the Speed of Light*. Fully SmartMIDI compatible, the T-2020 uses state of the art mixing circuitry to balance the sound, and recording sampling technology to assure that duplicated copies will be 99.999% error free!

Digital Weapon Uplink 500eb.

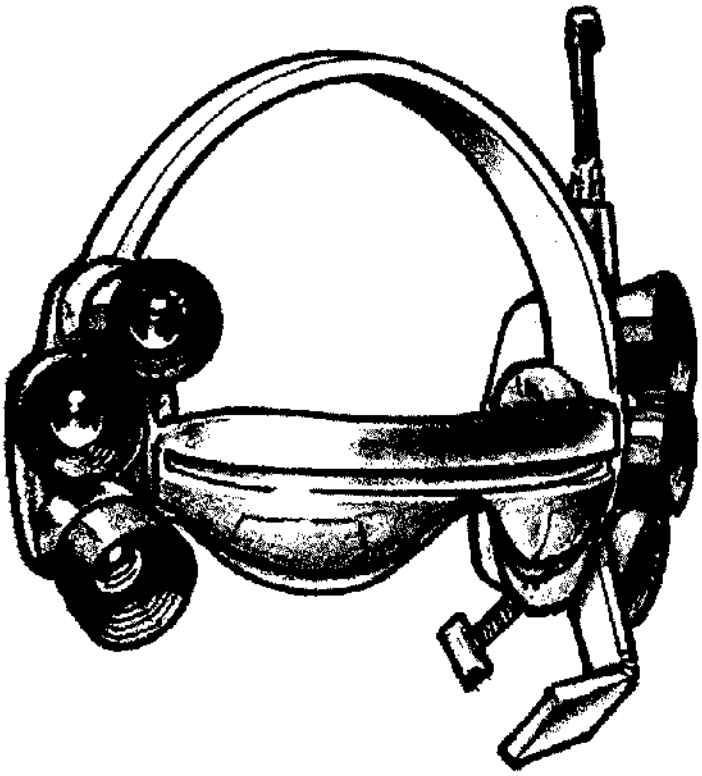
Techtronica's advanced smartgun model, the Digital Uplink Diagnostic (aka DUD Smartchipping) monitors the status of your smartgun and feeds readouts to your TimesSquare Marquee cyberoptic. Information includes rounds fired, barrel temperature, and the maintainence state of the weapon's action. In case of a jam, this option will automatically tell the user the problem, adding +2 to his TECH roll to unjam the gun.

DUD Smartgun Controller 720eb.

Your gun's never out of reach!

A DUD option, the package consists of a vocalizer chip, voice-recognition processor, and mini-pickup mike. The weapon can give its user data via cyberaudio rather than TimesSquare, plus the owner can program the smartgun to be *voice-activated* (no cable needed!). Example: If a solo's weapon has been dropped, and it's pointing at the target (1 in 6 chance), he can order it to fire!

RAVEN®
MICROCYBERNETICS



Cybercam EX-1 1200eb.

No media should be without one.

A headset-style multi-format newscam, the Cybercam EX-1 has interface connections allowing for visual synch with cyber-optics and-audio, as well as graphics, logos, and on site editing of tapes and live footage! Recommended by Net 54 techs, and produced by Raven Microcyb on a Nikkon America design. Weight 2.2kg.

ID Badgemaker 500eb.

Make your own ID badges!

Perfect for the small corporation or club, the Danshi ID Badgemaker produces professional quality solid-plastic, keycard, and photo-ID badges. Upgrade your security for a low, economical price, and protect your employees. One easy to use, simple unit lets your security worry about security, not administrative duties. An additional 200eb. will allow Tennerec LTD's CookieCutter™ smartgun cut-out system (*Solo of Fortune*, pg. 22) to be interfaced with Danshi ID's.

Detcord High Explosive 900eb./pack

Need to make entry quick ?

Detcord— Used primarily for hostage-rescue situations, detcord is a rapid-opening system, containing explosive charges in strip form. It can be used to blow precision holes through doors, steel, and brickwork, and is detonated by a wire-controlled button in each 10m package.

Game Effects: cuts through up to SP40 armor like a cutting torch in 1 turn.

CYBERMATRIX

Speedholster 100eb.

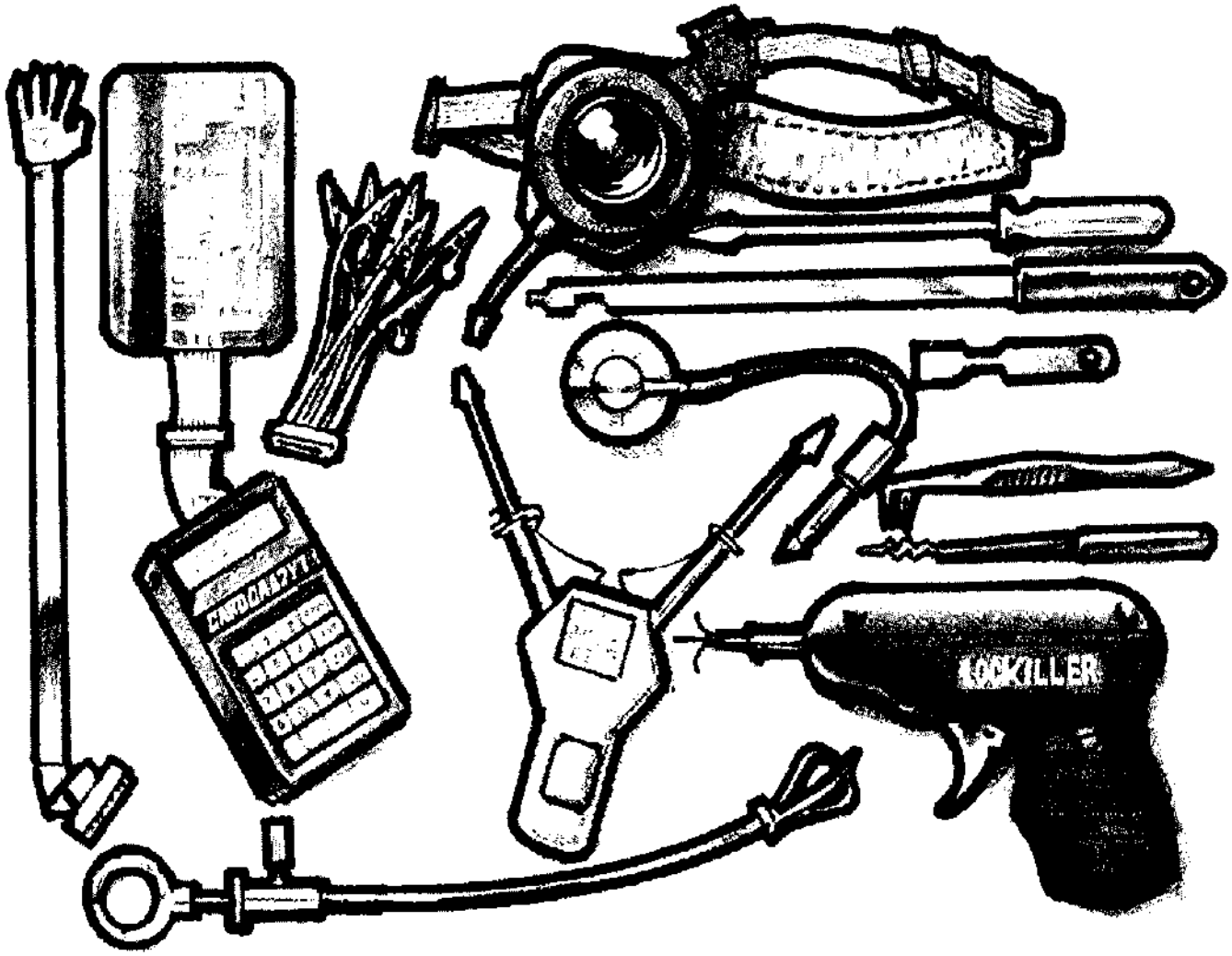
There are two types of people in 2020, the quick and the dead.

Speed Draw® holsters— Be your own John Wayne with CYBERMATRIX'S new spring-loaded reflex holsters. Available in many configurations including hip, shoulder rig, leg, and back rigs. Plus, the ever-popular *Handlauncher* will give your enemies a little surprise from up your sleeve! (Adds an extra +1 to Iniatitive when you declare a fast draw.)

Temperfoam Furniture 80-140eb per piece

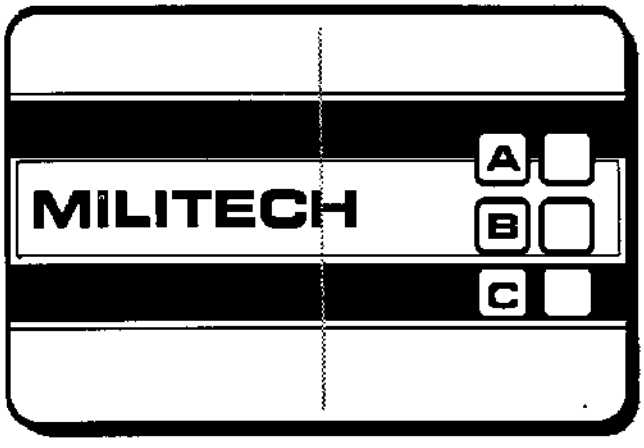
For the Mallplex conapt or just for fun!

Foam furniture which shapes itself to the individual user. It has a feel similar to a firm and stable gel. Weight varies.



Advanced Alarm Removal Kit 290eb.

This package contains state-of-the-art intrusion devices, including insertable circuit breakers, a bypass analyzer, logic probes, microwave reflectors, ultrasound absorption plates, and micro-manipulator tools. Using the kit adds +1 to all TECH rolls made vs.card/voco-locks, security scanners, and movement sensors. Weight 3kg.

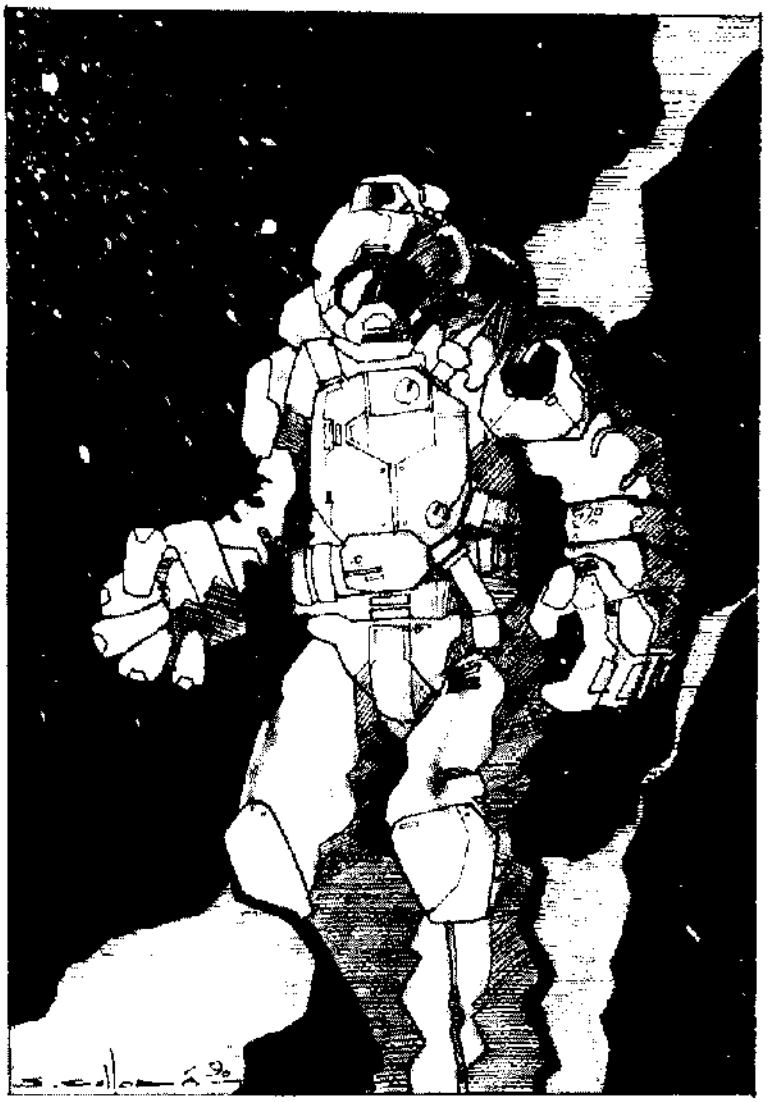


Personal Body Alarm 400eb.

plus 300eb./month, and ammo and medical fees upon extraction.

Never be caught alone again!

Originally developed for prison guards and perfected by Militech, the personal body alarm is now available to the public. Similar to a Trauma Team Card, this unit works upon manual activation. Simply break the card, and the nearest contracted security squad arrives to evacuate you from the vicinity of the danger. Ammunition and medical fees are a nominal extra.



HYDRO SUBSIDIUM

Diving Suit 6000eb,

plus 100eb for a 30min. tank of L.B.M.
(up to 4 tanks can be carried during a dive)

The suit that set the world record!

On July 13, 2011, Bryan LeShawn dove to 12,645ft. in the deepest independent suit dive ever recorded. His edge? The Poseidon Fluid Breathing Suit. The liquid breathing medium equalizes the pressure in the lungs, preventing the former problems of extra deep dives. Dive where no man has ever gone. Explore sunken galleons unknown. Walk the decks of the *Titanic*. The Poseidon Suit can take you deeper than any other diving method around, and is produced exclusively by the Hydrosubsidium. Maximum recommended depth is 10,000ft.

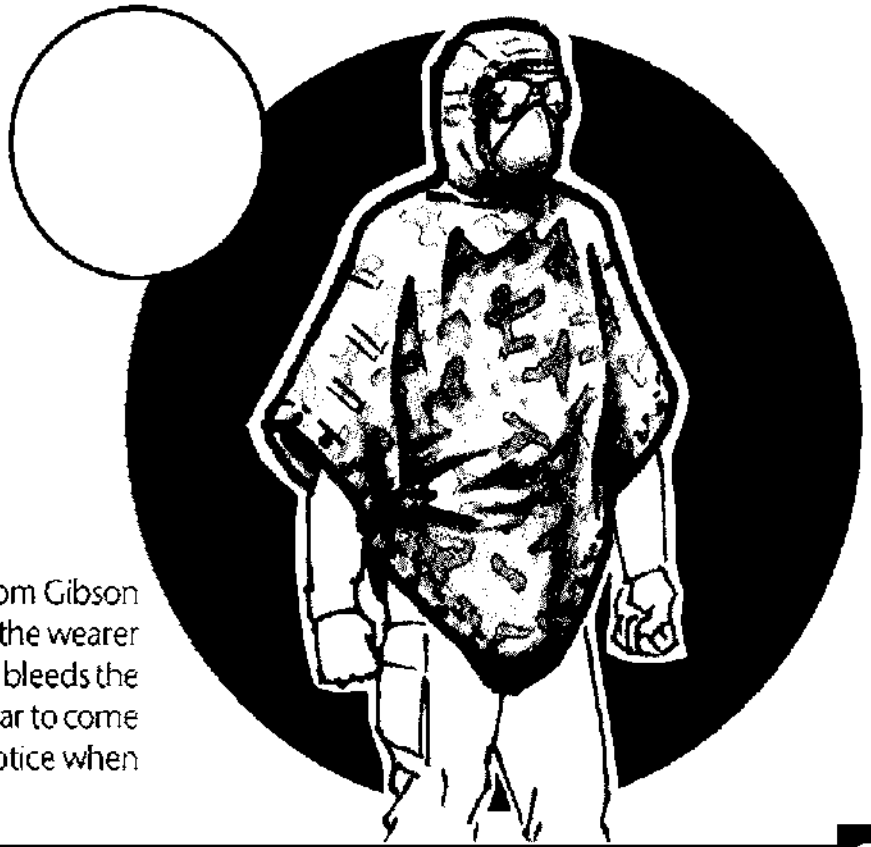
Note: there is a 20% chance that a person cannot tolerate the liquid breathing medium, and therefore cannot use the suit. Also, a diver will be at -2 to his Body Type stat for an hour after the dive while his respiratory system readjusts.

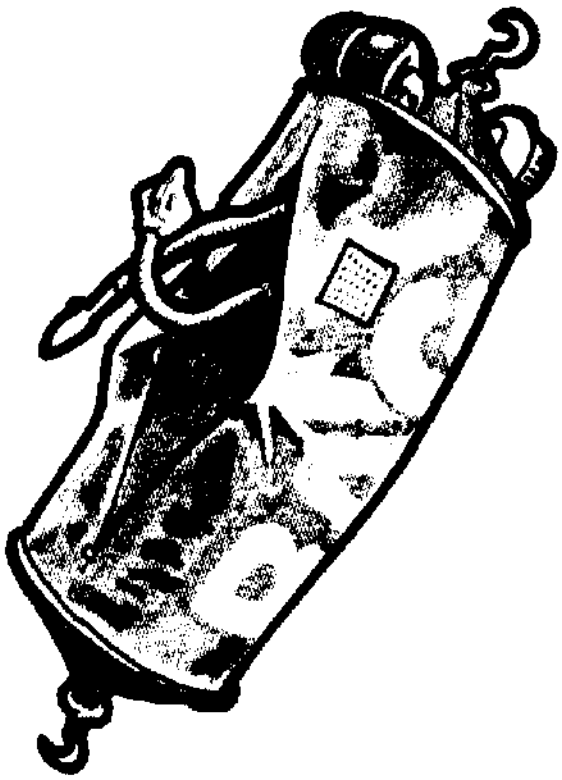
GIBSON BATTLEGEAR®

IR Combat Cloak 450eb.

A must for night missions!

A loose-fitting, mackintosh-style garment from Gibson Battlegear which absorbs IR emissions until the wearer can safely bleed the heat off. Then the cloak bleeds the heat in a random pattern so it does not appear to come from a human source. (-5 to Awareness/Notice when using IR.) Weight 2kg (EV2).





Slosh Bag 65eb.

A 'sleeping bag' style bath for use in 0-G situations. The user puts on a respirator, gets into the bag, seals up; and fills it with water through a special valve. After draining into your station's recycling tanks, rinse with disinfectant included. Weight: 2kg.

Power Grid® Solar-Electric Panel 100eb

Power without plugs!

Got to run something, but don't have access to the juice? Power Grid Inc's. new solar panel is just the thing. Set the Grid® in a sunny window, plug any 110 household appliance into it and it'll provide current for free. Or link several together with the built in adapters. Each panel powers one 110 volt device, and you can plug the total grid into a central extension cord (25eb.) to power a whole conapt for free!

Medieval Armor 3500eb

Own your own suit of armor!

Have your own personalized suit of authentic reproduction armor made to fit out of modern steel (SP 14, EV 6). A great addition to your living room, or for wearing to parties in the Combat Zone! Two models are available, *Standard* for regular use, and *Maximillian* for those who want to cut a swath of steel style (10,600eb.).

Travel Kit 150eb

Keeps you prepared for any trip!

The Complete Travel Kit contains all you'll need for an overnight stay. Lightweight, convenient and economical, the kit contains a sleeping bag, inflatable pad, first aid kit, nylon carrybag, flashlight, toiletries, and 6 disposable sets of pajamas; just what you need to stay sharp when away from home. The entire package only weighs 5 kilos. 10 extra sets pajamas 10eb.

Flavored Cigarettes

NEW! From Biotechnica!

Sample Biotechnica's newest creation, with real, genetically engineered, tobacco. Biotechnica's special line of flavored cigarettes promises enduring smoking pleasure. 2eb./pack, 15eb./carton.

The following flavors are available:

REAL MAN—Jalapeño	TRAILMASTER—Smoked Beef
SWISS ALPS—Chocolate	FIELDS OF GREEN—Strawberry
ITALIANO—Pizza	HAIGHT STREET—Hashish

Shower-in-a-Can 3eb.

Have you ever had to spend the night in a cramped 'cube outside a busy airport because your plane was delayed? Ever been peeved by the lack of available showers under such conditions? Shower-in-a-Can is the answer. Just spray yourself with the patented, 100% safe disinfectant/deodorant foam, wipe it off, and you're ready to go!

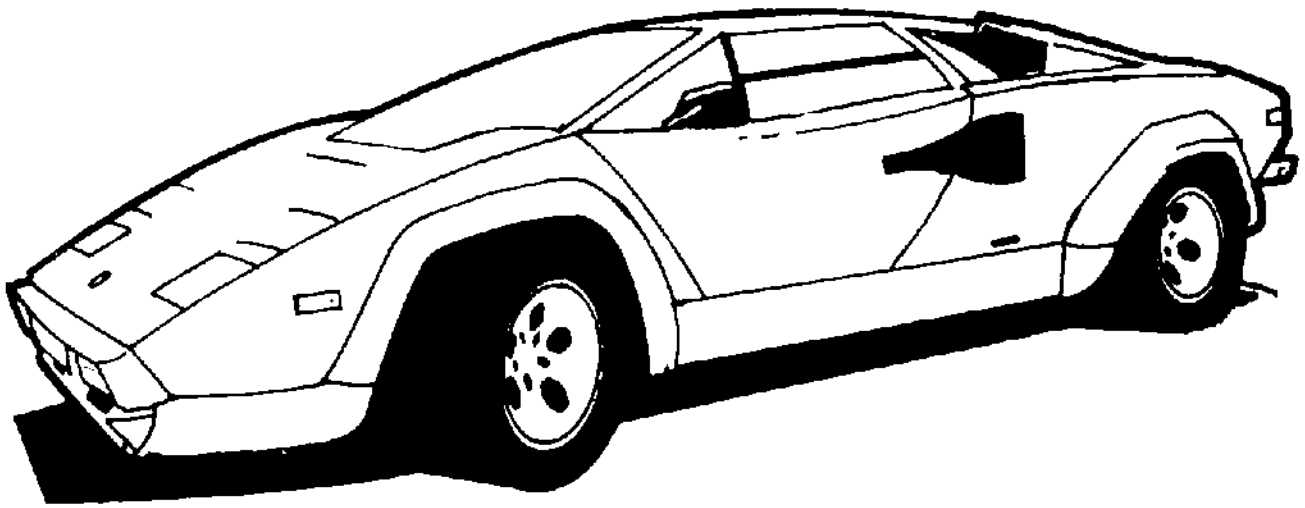
Bar-in-a-Briefcase 100eb.

Party on the Road!

The Bar-In-A-Briefcase has everything that you want for a party away from the crowds. Two liters of assorted liquors and mixers, plus a menu display and mixing instruments let you give an executive-style party for up to ten people. Great for the traveling businessman, or a private party for two.

Vehicles

NEW DESIGNS 2020

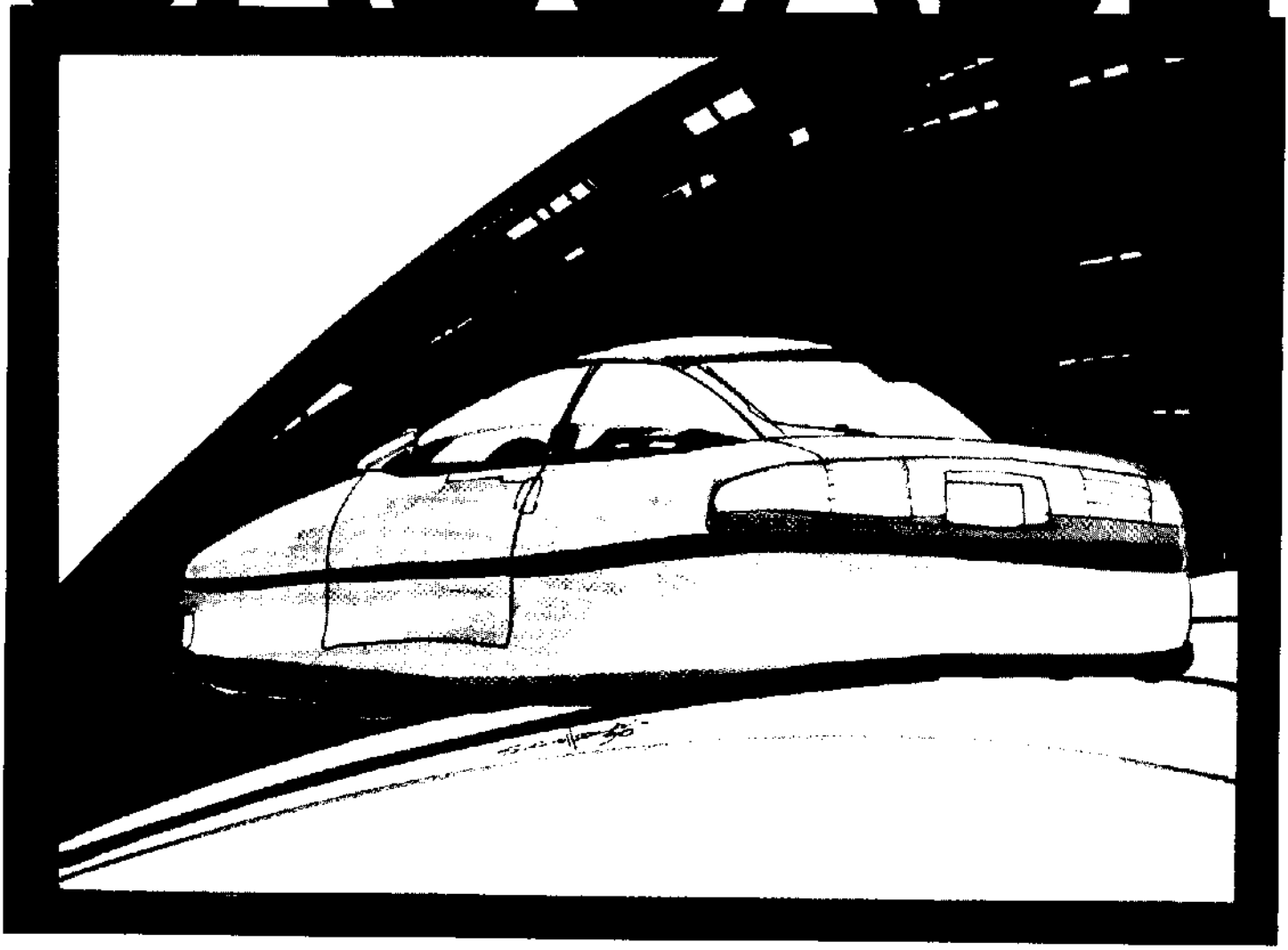


DF30 gearwind Countach replica, $3,000ish.

"You have to get there somehow, even in the far future. But you can have a lot of choices about how you get there. These days, we have sleek cyberbikes and streethogs for the Nomads. High powered roadsters for the Corps and Solos. Combat Aerodynes, helicopters and assault vehicles for Cops, Medias and combat professionals. And finally, Postholocaust highway horrors like the dreaded Punknaught, scorge of the freeway and terror of the open road. It's all there— you just have to have the guts and the euro to claim it..."

—Mister Ice
Head of Design, Technix Inc.

CASCADE



The Bensen Cascade 58,000eb.

Racetested for optimum performance, this new model from Bensen carries the tradition of the ultra-fast sport hover into a new decade. The '20 Cascade is the epitome of newtech: its electronics, avionics, powerplant, and luxury are all tomorrow's models today. Gutwrenching acceleration on the straights, bloodcurdling handling in the turns terrifies the uninitiated; only a master (Drive Skill of 8 or greater required) can control the Cascade. Worldspanning access via cellular link keeps you in touch, and the fastest multiprocessors keeps control a thought away with standard interface plugs. Only Night City's best is good enough. Are you?

Comes in two colors: black as usual, and new for 2020, chrome.

Game Stats: Top speed 260 mph; can leap up to 3m off the ground but requires a control roll (DIFFICULT) to avoid scraping ground on landing. Full onboard computer systems, including limited autopilot (straight line with no more than 10 turns) and interface controls. SDP: 40 SP:12.

BMW 9018s

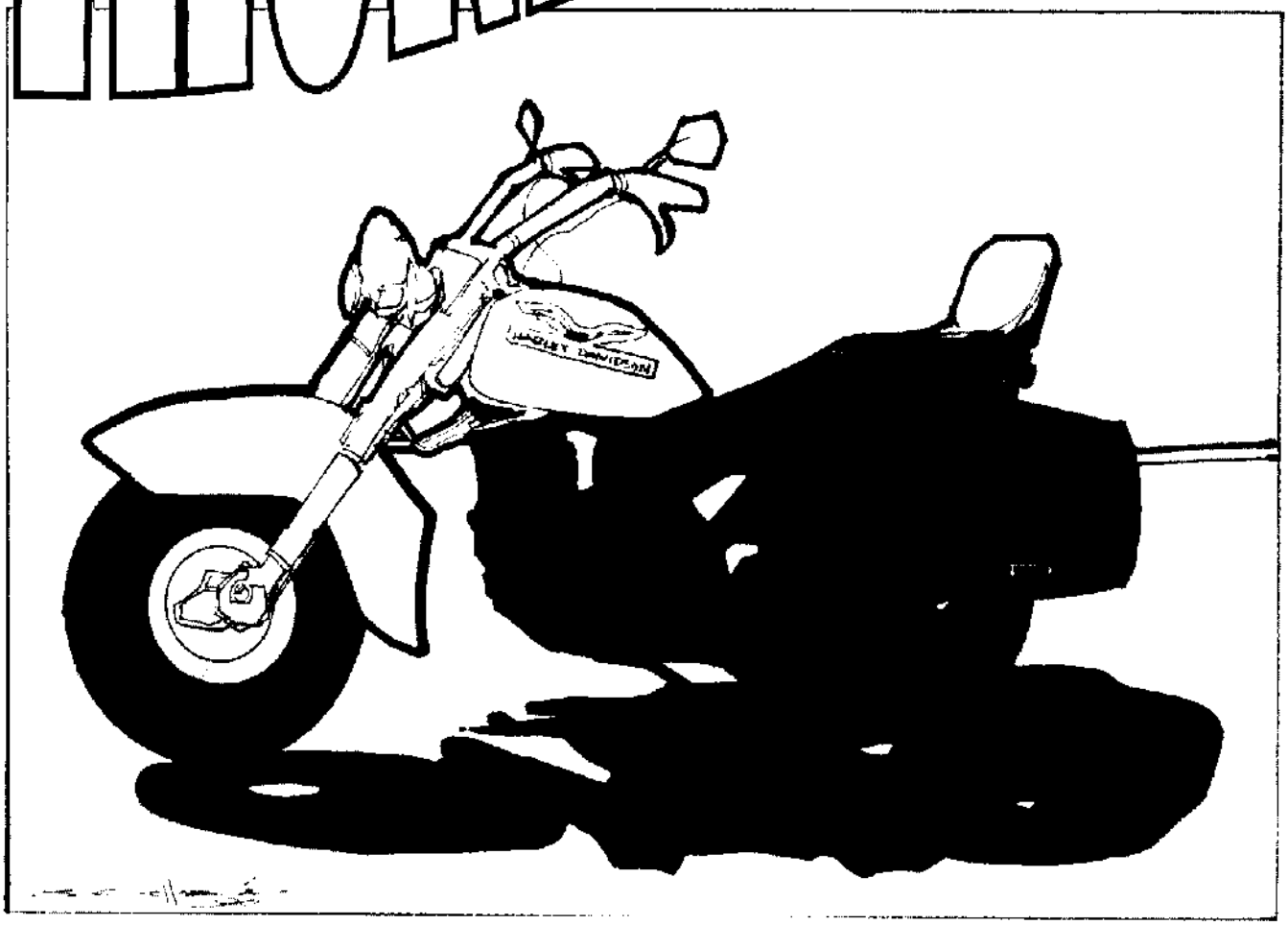
The BMW 9018s

100,000eb.

Only the most elegant performance sedan ever engineered. Built for style, built for comfort. Space for six, every luxury. Handmade. Nothing more need be said.

Game notes: Top speed is 210 mph. SDP=90, full armor SP=24. Full cybernetic controls for the driver. It doesn't have options, they ask you what you want, then they build it: carfax and phone, multi-channel TV/VCR, laptop computer, limited microwave relay link, wet bar and snack case, deluxe SegAtari cybergame system, endangered fur upholstery, quad-surround stereo, SilentTalk anti-surveillance system; you name it.

THUNDERGOD

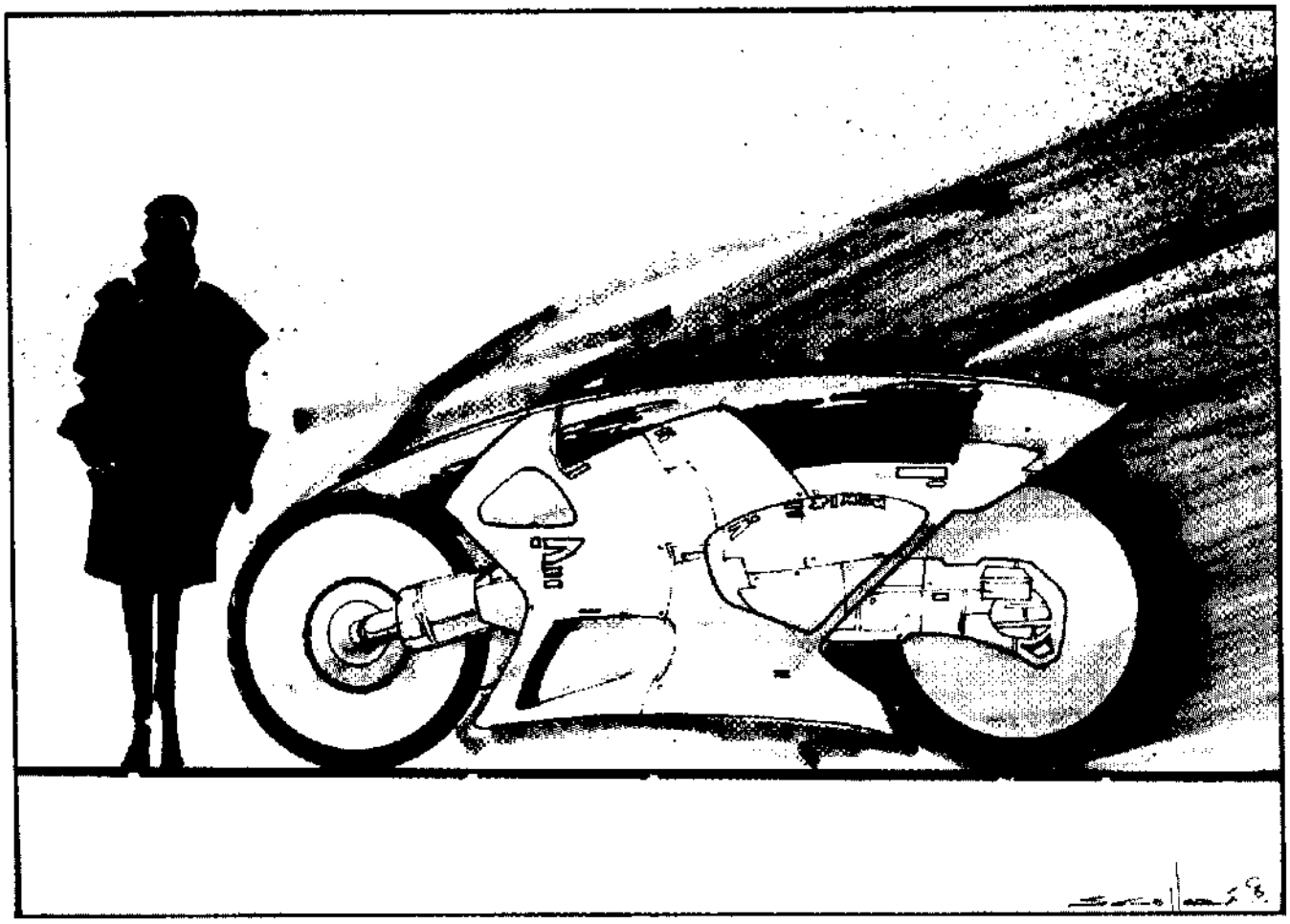


Harley-Davidson Thundergod 5040eb.

Not only newest bike from Harley, but the best ever! The horsepower of a sportscar (perched on two wheels via fully computerized suspension) turns this motorcycle into a rocket. The chassis is sturdy enough for long hauls with only cursory maintenance, and the onboard electronics are modular for easy repairs and upgrades. Two people can ride comfortably, and their outfit won't slow the bike down. Tough enough, fast enough—bike enough for today's road.

Game Notes: the Thundergod is a hog for a new decade, a favorite with many Nomad packs. It is fully cyber-capable, and will run on CHOOH2 or hydro fuels. CB is standard equipment, and there is lots of room to add extra electronic goodies the Thundergod was designed for a custom electronics suite. Base price for the bike is 4640eb; add 950eb for cybernetic controls. The frame is SDP35, unarmored. Cruising range is 600km.

Shiva



Shiva

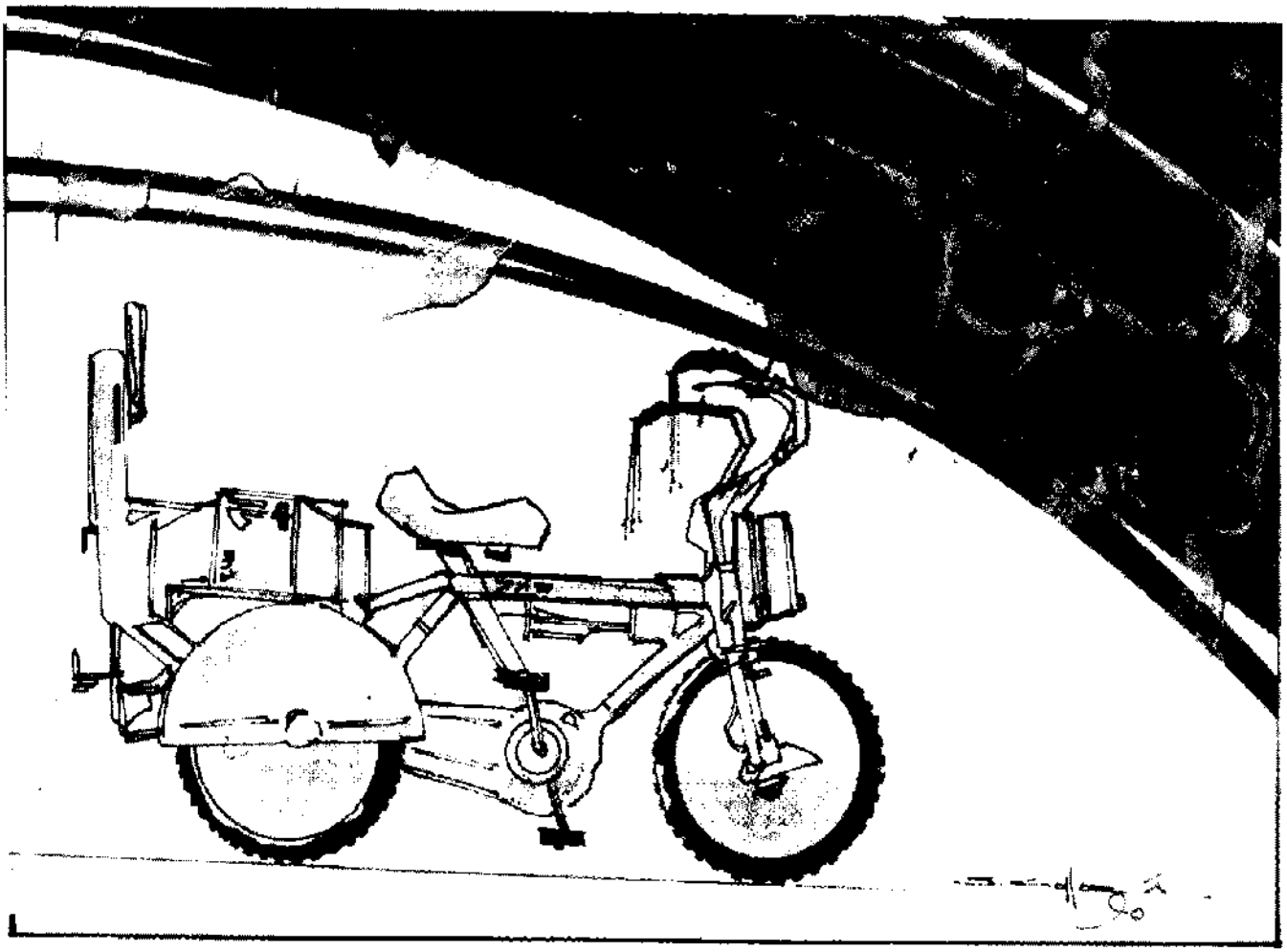
Kundalini Roadworks Shiva®

8000eb.

The Shiva is the first high-performance motorcycle entry from Kundalini. Following in the tracks of their highly successful personal and utility vehicles, the Shiva promises spectacular performance for the E-buck. Rated at over 260kph on racetracks, its cyber-assisted suspension will keep you upright on rough surfaces at close to its theoretical maximum. Its acceleration is comparable to other speedbikes, and its handling belongs on a racetrack, not the street. But there it is; fast as a laser, blacker than night.

Game Notes: the Shiva is indeed highly maneuverable (reduce DIFF for all maneuvers by 5 pts), and fast as well. Just don't take off too fast with a passenger on the back. Top speed on city streets is 250kph! It can pull almost a G with a skilled rider, expect it to make almost any corner. Interface plugs can be added easily. Range is 400km. SDP=32.

Pedicab



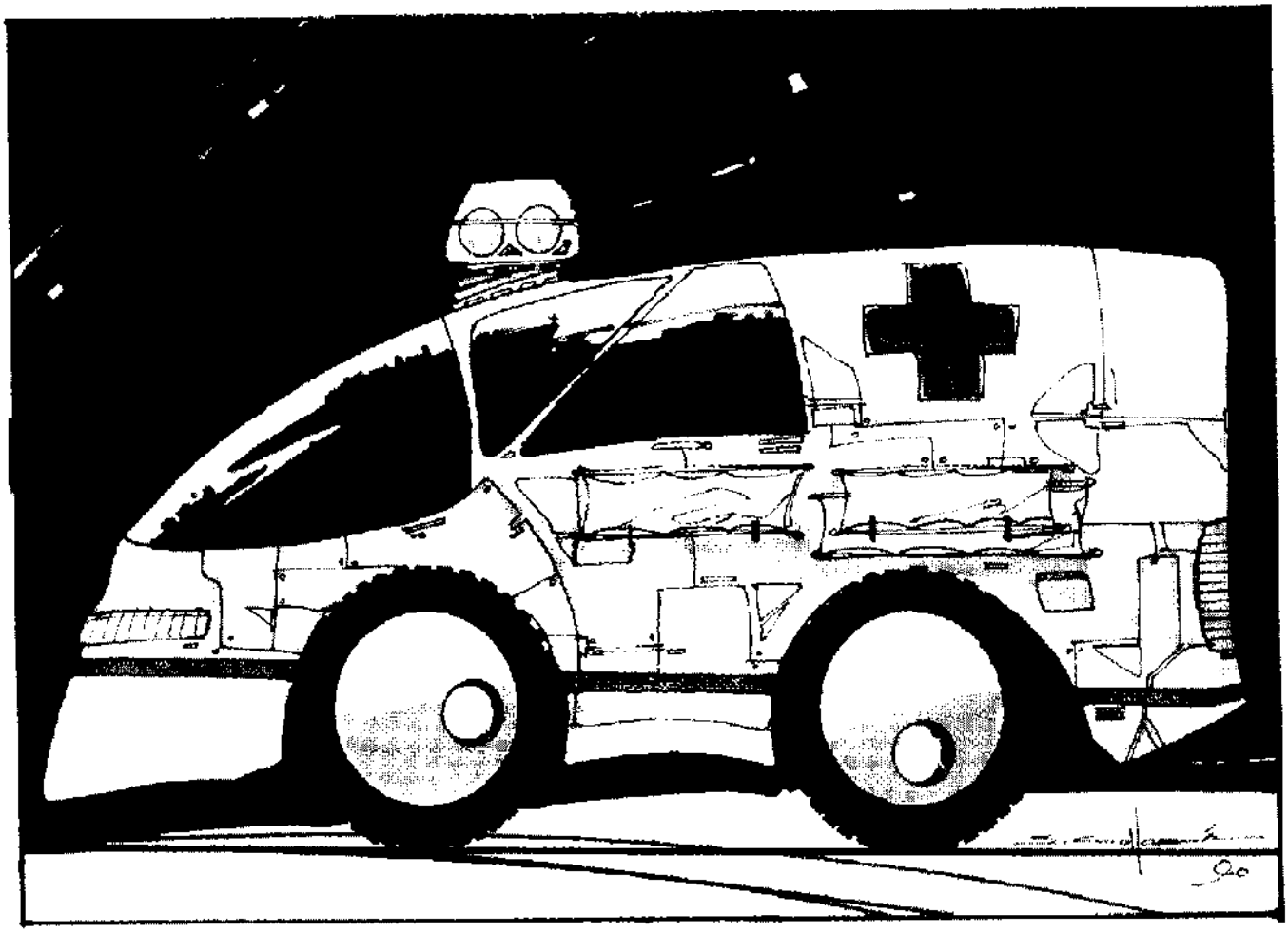
Pedicab 1200eb

They're everywhere, and they'll take you anywhere. One man pedalling away replaces an expensive motor, and for fuel; he eats. The typical pedicab seats two with a minimum of cargo. The fare is usually 1.5eb. per mile. Heavy people pay extra. Top speed is 25 mph on level ground, down to fifteen if fully loaded. Speed is somewhat higher downhill, but make sure the brakes are working properly before you let the driver coast down a big hill. Pedicab drivers are wonderful sources of information, if properly tipped. And if properly motivated (gunfire usually does the trick), Pedicab drivers can occasionally get up to thirty mph.

Game stats: SDP=15, but gunfire has a 75% chance of doing only cosmetic damage as there isn't a lot on a pedicab that can stop a bullet. Or protect the passengers.

New American Autoworks®

Ambunaught



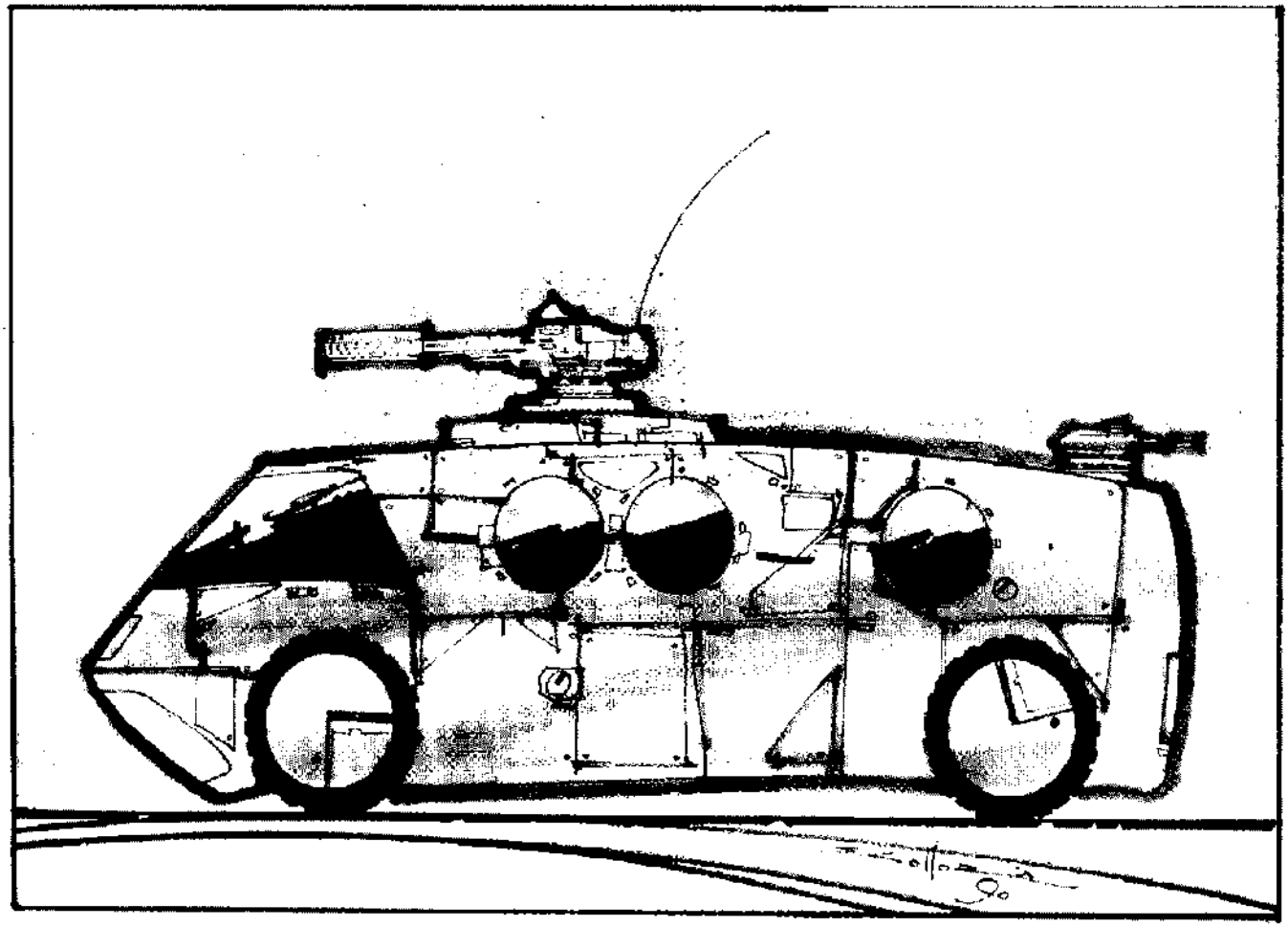
New American Autoworks Ambunaught. 76,000 eb.

Paramedic crews are exposed to the worst situations, often expected to rescue people from active firefights, or to brave fire-and-explosion-prone areas. The NAA Ambunaught is the answer to their prayers. The Ambunaught has the smoothest ride possible on four wheel drive, capable of crossing the roughest ground any city has to offer. The outer shell can resist fire from all small-arms and light AT weapons. The Ambunaught is also environment sealed and completely fireproof. Space is available for up to 4 patients on stretchers and two working paramedics. Would you ride in anything less ?

Game notes: The Ambunaught is really well armored, capable of resisting fire from most small arms, a though it does have some chinks. Next year's model is supposed to float, too. Its sealed environment capability is 16 man/hours of life support. They are resistant to heat and have a non flammable exterior. It also has a full roll cage and can easily survive up to two tons dropped on it. Top speed is 72 mph. on flat ground, 30 mph on rough. SDP= 120, SP=40.

RIOT-VIII

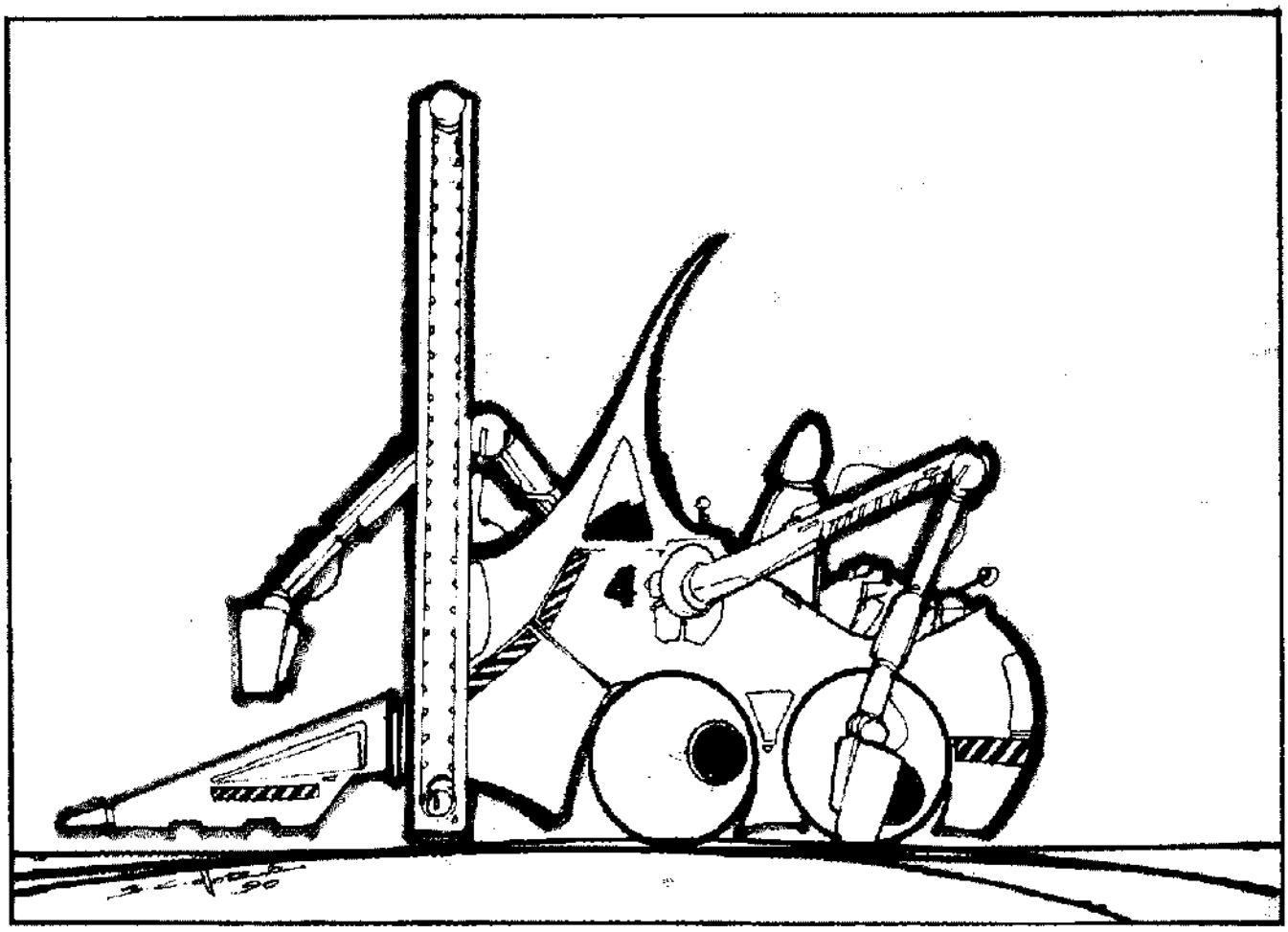
ARASAKA



Arasaka Riot-VIII 250,000eb.

When the great unwashed come knocking at your door, you'll want to have a Riot-VIII waiting for them. The Riot-VIII is a state of the art crowd control/suppression vehicle. Enhancements over the old generation of riot control vehicles include: fully fire-resistant hull designed to shrug off Molotov cocktails; water cannon with 10 minutes of spray and a new steam function (pat. pend.) that will break up the most determined riot with only minor scalds and burns; fully cybered control system including a satellite uplink that allows the board of directors to handle a situation with that personal touch. And this new generation of crowd control vehicles is capable of operating in the most rugged of urban environments for days if necessary. Riot at your downtown facility? Call 1-800-ARASAKA now and our representative can have vehicles in operation within 120 minutes or less. You have our word. We'll be there.

Game Notes: Top speed is 120mph. SDP=200, SP=30. Crew of two, and up to 8 riot police. Troops carried are not fully enclosed, but are under 75% cover. The watercannon is turreted- 360º traverse. Water cannon range=30m; 10m for live steam. There is also a grenade launcher on the cab roof; 180º. arc carries 18 standard grenades, 300m range. The watercannon's effects are up to the individual Referee, keep them an unknown factor; unknown, but potentially extremely painful.



HYUNDAI WORKER

BEE

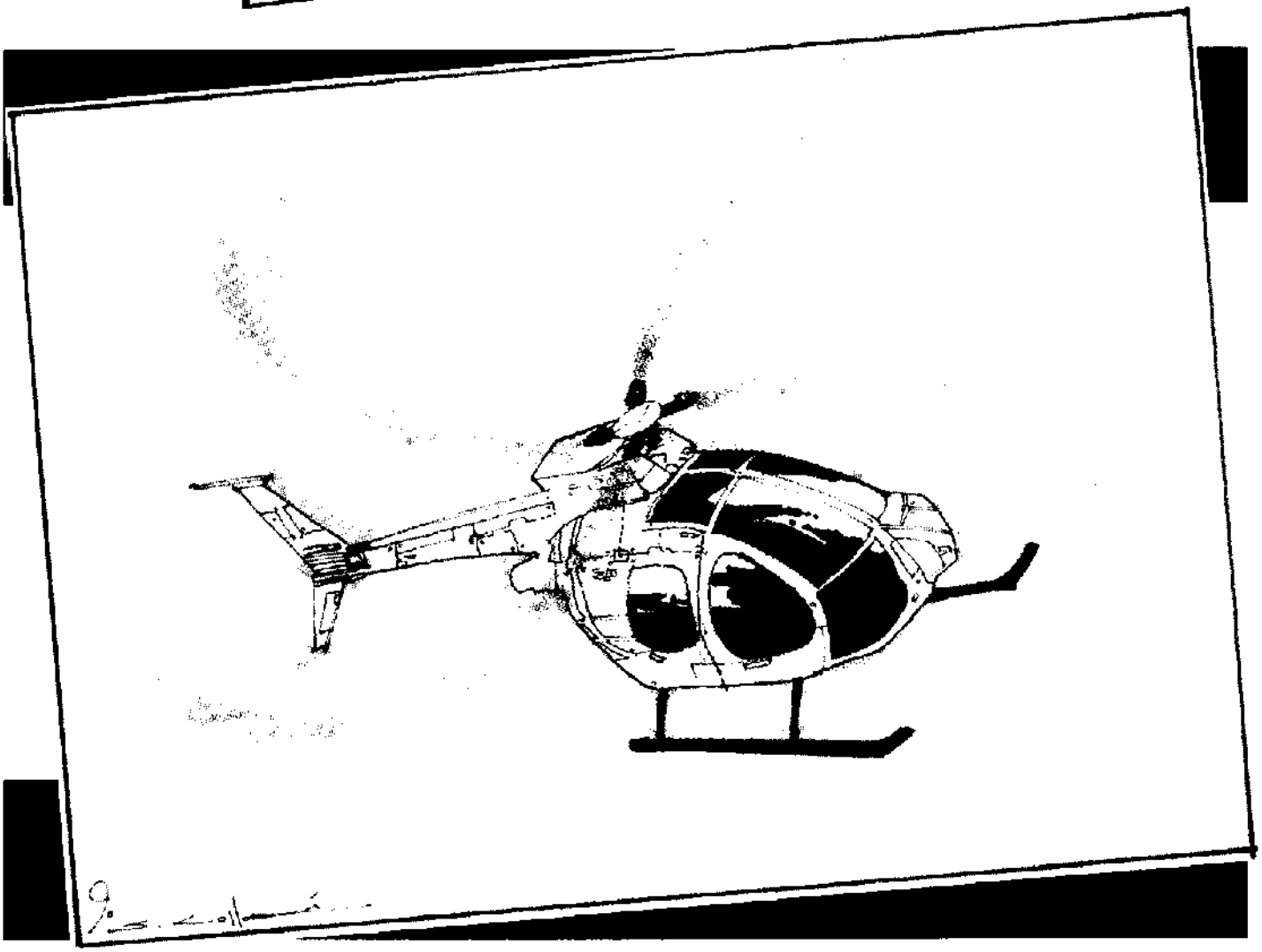
The GM/Hyundai Worker Bee 5,000eb

Cargo transport in a secure installation is at best a routine task. Free skilled workers for more important tasks by letting the Worker Bee take over most of your warehouse duties. Each Worker Bee is a semi-autonomous robot slaved to a controlling program in your mainframe. The Bee can carry up to two metric tons of cargo; half that on the main forklifts (the rest on the cargo bed), and the secondary arms can lift 400kg. Packages as small as an egg or as large as a crated Bell-15 Autogyro are easily manipulated. Onboard computers reduce the drain on precious mainframe time. They work twenty-four hours a day, never go on strike, work in the dark, and are engineered for maximum reliability.

Game Notes: The Worker Bee is typical of the remote vehicles controlled by computer systems. They are found in those industrial facilities *Cyberpunk* PC's are so fond of breaking into. They have an SDP of 60 and their tough construction is worth an SP of 20. They move at a maximum speed of 25 mph, much less when not on a smooth surface. There is a limited control station on board, just watch out for the arms—the working programs assume nobody is on board.

BELL AERONAUTICS

SpyEye

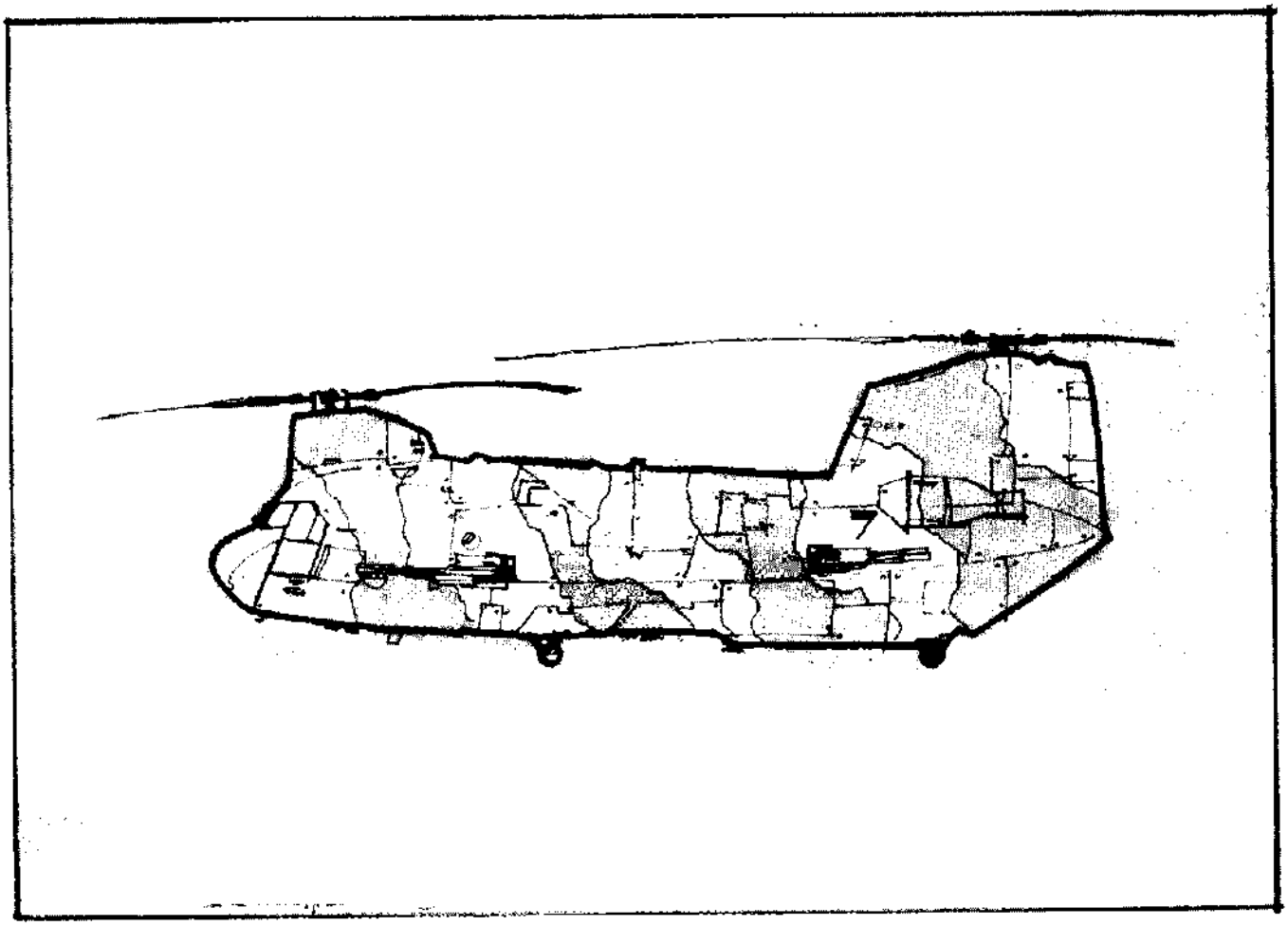


Bell Spy-Eye 18 206,000eb.

This ultra-modern helicopter is designed for the news-team that needs mobility, but can't afford an AV. The Spy-Eye is almost as fast as an AV-4, but at half the price. A Spy-Eye can give your team the edge it needs to beat the competition to the story, with full onboard computers and scanners that make the chopper a video lab in the sky, first on the scene, and first on the air. In dangerous situations you will find that the Spy-Eye is as safe as a police chopper. Although unarmed, this chopper is well-armored and maneuverable enough to get out of harm's way while filming. Satellite uplinks are a standard feature. Options include onboard Cybermodem and IR baffling to defeat AA missiles and other IR scanners (-30% vs missile hit %). The Spy-Eye is capable of operations at night, in bad weather, or through a cloud of smoke while going for that dramatic footage.

Game Notes: the Spy-Eye seats four in the relative safety (SDP= 65, SP=12). The sensor net is of high quality. The airframe comparatively is pretty cheap, but the electronics are first-rate. Stations tend to use these as backups, stringers, and expendables, so the state-of-the-art equipment goes on AV's. Airspeed is 280mph, and maneuverability is high compared to other choppers (-2 from all maneuver rolls).

SIKORSKY-MITSUBISHI DRAGON



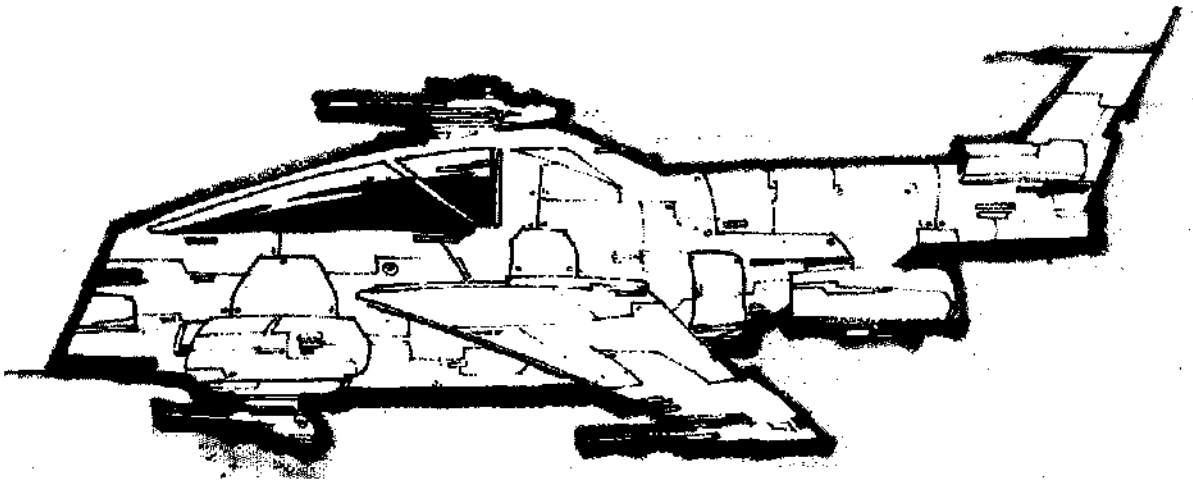
Sikorsky-Mitsubishi Dragon **2.5 million eb.**

Following a design philosophy dating back 40 years, the SM-Dragon brings thirty troops and devastating firepower to the battlefield. And brings it quickly. This huge helicopter travels at 350mph when fully loaded ! A salvo from a Dragon can cool off the hottest LZ. Rockets, miniguns, grenades, and machineguns add up to the deadliest helicopter in the world.

Game Notes: the Dragon is the most dangerous thing most Cyberpunk players will ever see. Use it as you would a real dragon—to kill big things and frighten small children. The Dragon's top speed unloaded is 420mph. It is armored to an SP of 90 and has 400SDP. Hard To Kill. Its armament is colossal (choose any 8 heavy weapons from the *Solo of Fortune* and *Cyberpunk* books to arm it). Use it for destroying whole city blocks.

AV-9

Combat Assault Aerodyne



The AV-9 1.3 million eb.

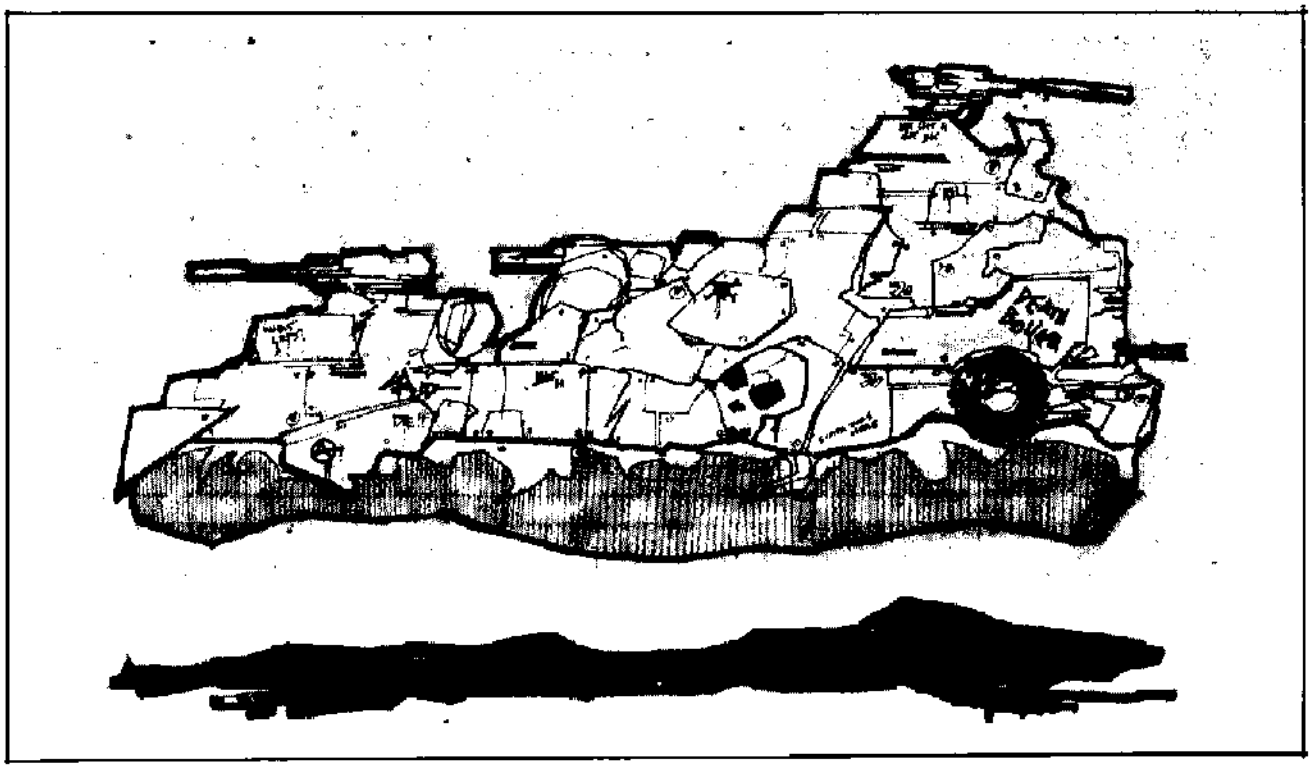
The big brother to the well known AV-4 is about to make itself known ! Imagine a modular-design AV where the base unit is a combat-capable vehicle. Visualize a command center with space for you and your staff to observe a battlefield with the AV-8's ultramodern sensors. Imagine the devastating firepower of a chaingun, two grenade launchers and up to four (!) outboard rocket pods. See a troop transport with space for ten of your best, delivering them where you need them, when you need them. See all this in one package, then call your salesrep before the other guy does.

Game notes: The AV-9 has a slot for a module which can contain either troop space, ordinance, or an airborne command post. It takes 10 minutes for a field crew to replace modules with full equipment. Weapons are also modular, except for two grenade launcher turrets (180 degrees each). Two heavy weapon hardpoints are fitted to the belly with power, sensor and ammo feeds into the gunship module (not usable with other modules). The outboard stabilizers may have single MG turrets and one pylon beneath each stabilizer. You get quad-fire capability by placing one rocket pod on each stabilizer, and using the belly mounts for rapid-fire launchers feeding from ammo stored in the module.

Top speed is 400mph, operational radius is 400 miles. SDP: 180, armor: SP 45 All AV-9 modes have all-weather capability, and active & passive IR sensors. A trained squad can dismount (via ropes) in 10 seconds without the vehicle ever touching ground. Weapons suite: Grenade launchers use standard grenades in a turreted launcher with a 750m range, ROF=2 and 30 rounds ammo of up to two different types (selectable each turn). Rocket pods are equivalent to the Militech RPG-A, but have an ROF of 8! They fire straight ahead with a firing angle of +/-15º off the flight path. Normal tactics are to "walk" the rockets ahead of the vehicle as it makes its strafing run. They carry either 24 (outboard pods) or 72 rounds (belly mounts, gunship only). MG's are cyberlinked MMG's firing 5.56 mm ammo, use stats for the AKR 20. Ammo=200 rounds (or 500 in the Gunship module).

PUNKNAUGHT!

Maximum Violence, Maximum Speed!



The Dreaded Punknaught! — Unknown

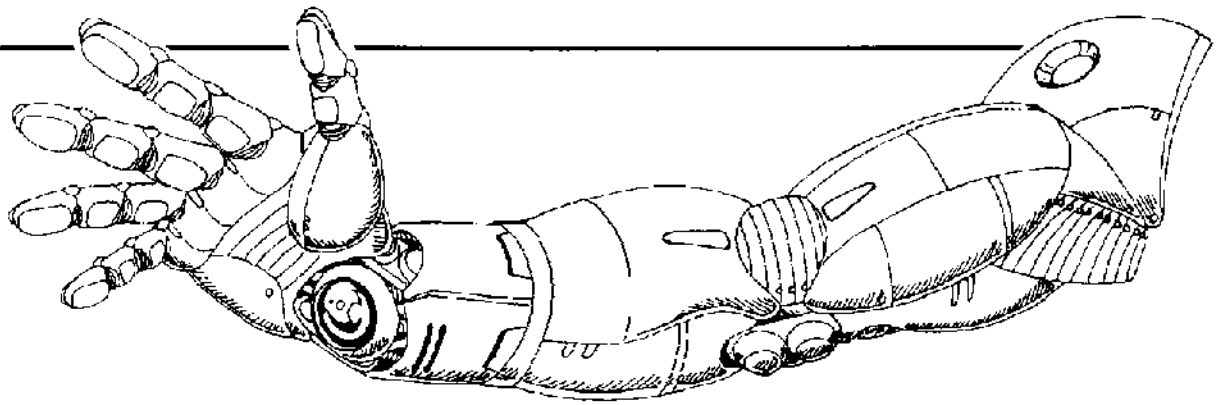
Every riot cop's nightmare. Take the engines from three or four downed AV's, weld them into an amalgamation of buses, flatbed trailers, and assorted junk, tack on all the weapons you can scrounge and send it charging into a police line—watch the cops scatter!! A typical Punknaught is capable of hovering a meter or two off the ground and with enough of a start can make fifty kph. They can carry twenty or thirty passengers and a crew of about a dozen. Each Punknaught is unique, and bears its own name.

Punknaughts have been built and used in London, Chicago, New York (twice), Night City, Osaka, and Manila to name the most notorious instances. They are built by gangs to smash police lines, break martial law, and engage in sheer destruction and ultraviolence. A Punknaught is a tenuous combination of machine; few gangs can support one for long, though many try. Typical armament is homemade rockets and light machineguns. Heavier guns weigh too much and eat power for servos and controls.

Game Notes: A punknaught is the streetgang's answer to the Sikorsky-Mitsubishi Dragon—if they can build one. Construction takes from a week to a month, and uses lots of scrap metal and welding torches. As a general rule, each AV engine can lift one bus or flatbed trailer in the assembly. Tradeoffs can be made for weight to allow more than the absolute minimum of armor, and no more than two gun mounts per unit (one engine's lift capacity) without serious weight problems. Lots of people can crowd on; boostergangs love these things, and love to party with them. Each 'unit' has an SDP of 60 to 80. Most areas are unarmored; controls, engines, and (hopefully) ammo and fuel are the exception, with an SP of 20 as average. Exact design (weapons available, number of engines) is up to the referee and not the designers! These things are very dramatic, and just the building can make opportunities for many adventures. Rumors exist of more advanced versions being built, but these have been ruthlessly suppressed.

Cyberware

NEW ENHANCEMENTS ON THE CYBER EDGE

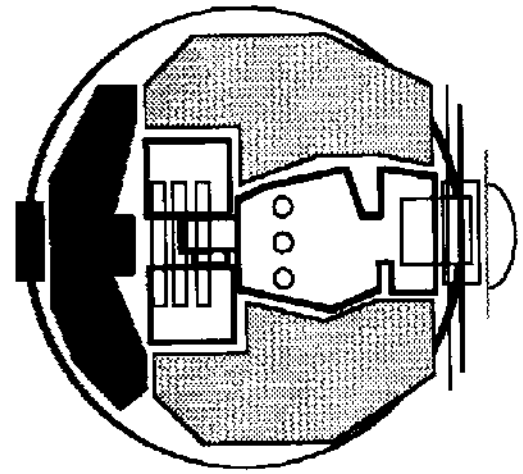


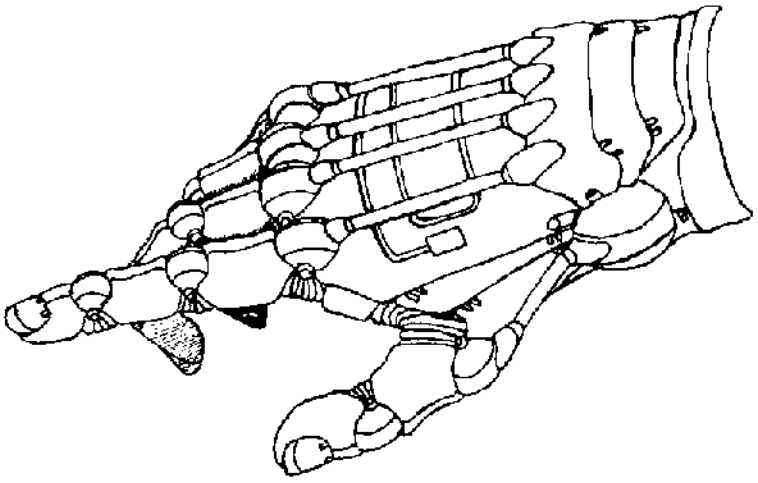
"You can't be a Cyberpunk without Cyberwear. It's what sets you apart from all those other toesuckers walkin' the Street. You know — victims..."

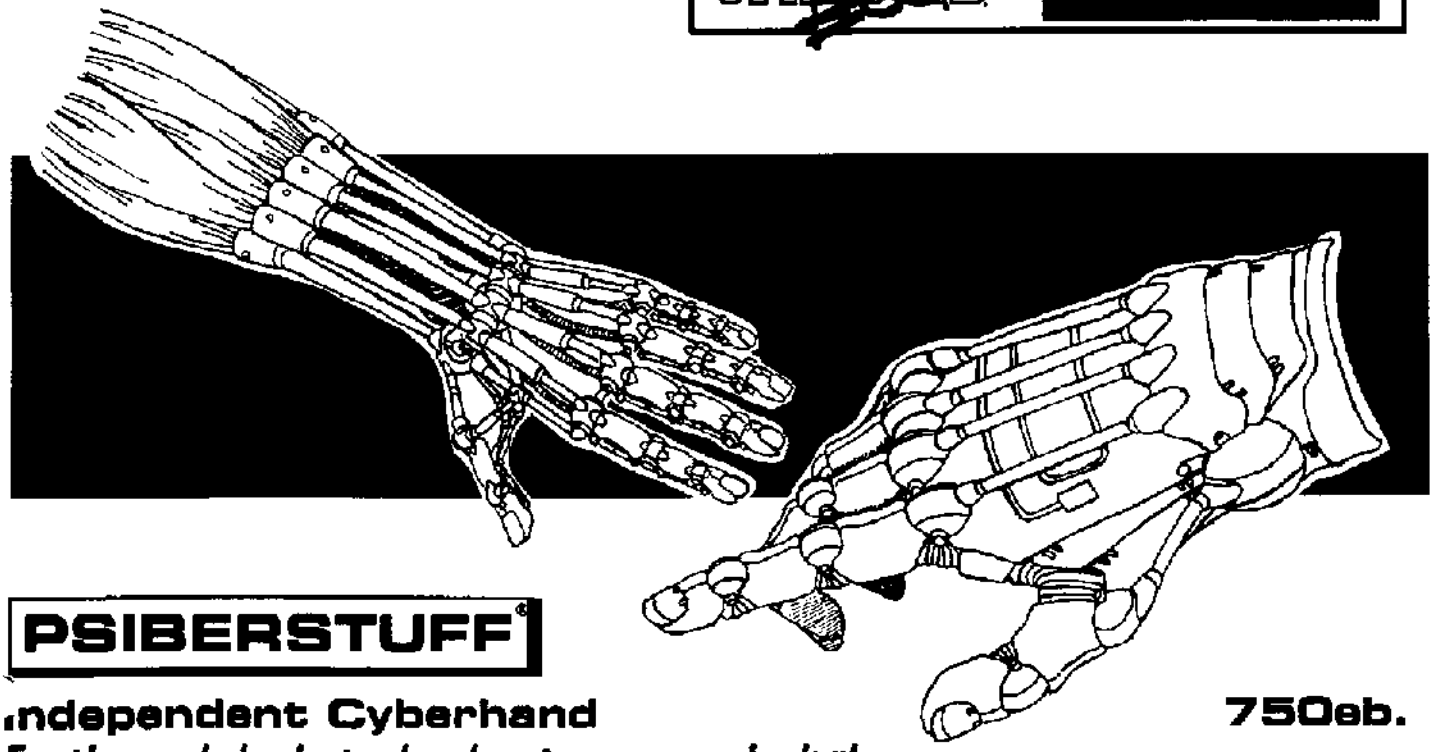
—Ripperjack

"The new stuff on the Street is' supa-chilled. You got optional hands, plug-in guts, skate feet now. Stuff in a couple o' rockets and cover da face with the maximum Optishield, and yo be ready, chombatta. You go make tread marks all over da tough guy's backs."

—Lord Molo
Leader of the Boogiemen







PSIBERSTUFF®

Independent Cyberhand 750eb.

For those who've lost a hand, not an arm and a leg!

From Psiberstuff—This new cyberhand has a 1D10 crushing strength (it doesn't have the actuators of an entire arm backing it up), and can hold 4 optional fingers (or 1 option installed in the hand as a whole). The hand takes 7pts.(structural damage) to cripple and 10 points to destroy. RealSkinn™, Superchrome®, or armor coatings are 100eb. each. HC=1D6.

KIROSHI®

OptiShields® 300eb.

Ultimate in style and function !

For maximum effect! Kiroshi Opticals has introduced their new Shields for those who KNOW that style is everything. The bulletproof mirror-shades are built into housings in the forehead and orbital ridge. These mirrored lenses enclose the eyesockets and have a SP of 8 (1-3 on d10 for a headshot to hit the lenses). The eyes are permanently protected from all irritant gasses and the Anti-dazzle feature is standard. HC=1D6+2 .

Dynalar Technologies

DIGITS® Cyberfingers

A new line of cybernetic fingers from Dynalar Technologies! Compatible with any standard cyberhand or cyberarm; easily installed in the privacy of your own home.

a) Dartgun **100eb.**
Compressed-air dart (3m range) similar to cyberoptic weapon from CP 2020. HC=2.

b) Lockpick **50eb.**
A concealed and "handy" breaking and entering tool. HC=.5.

c) Light Pen **45eb.**
Used to write on computer screens and graphics tablets. HC=.5.

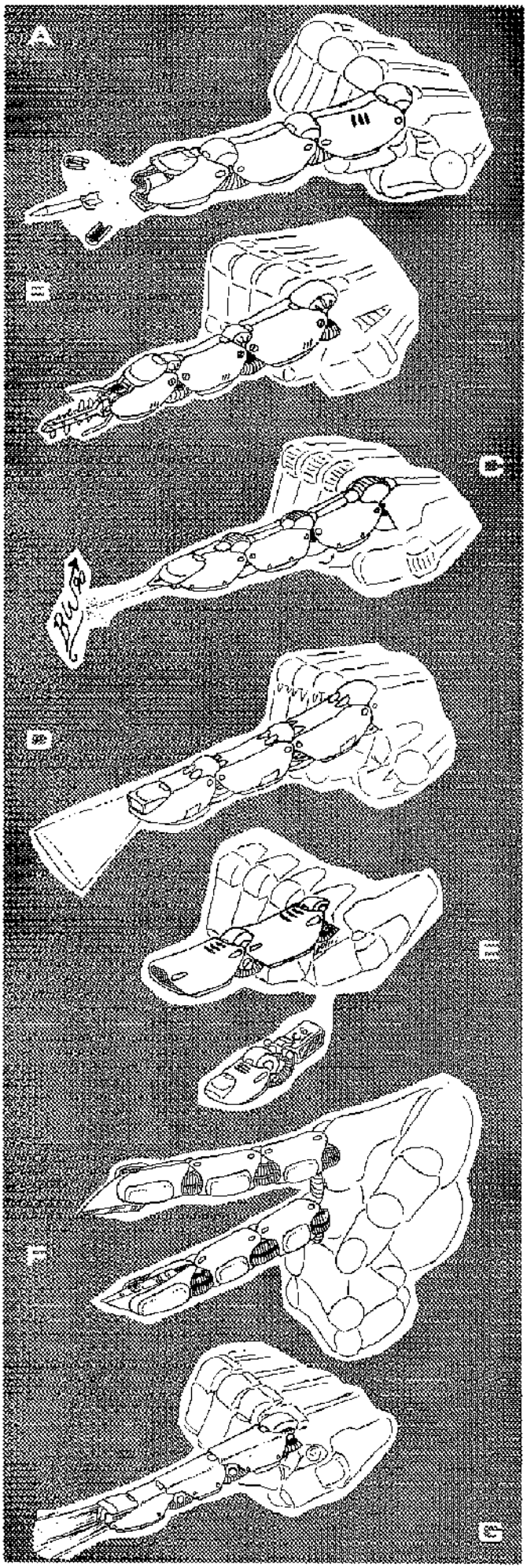
d) Mini Light **25eb.**
A narrow beam 25m in length. Batteries are replaceable (1eb); last 12hrs. HC=.5.

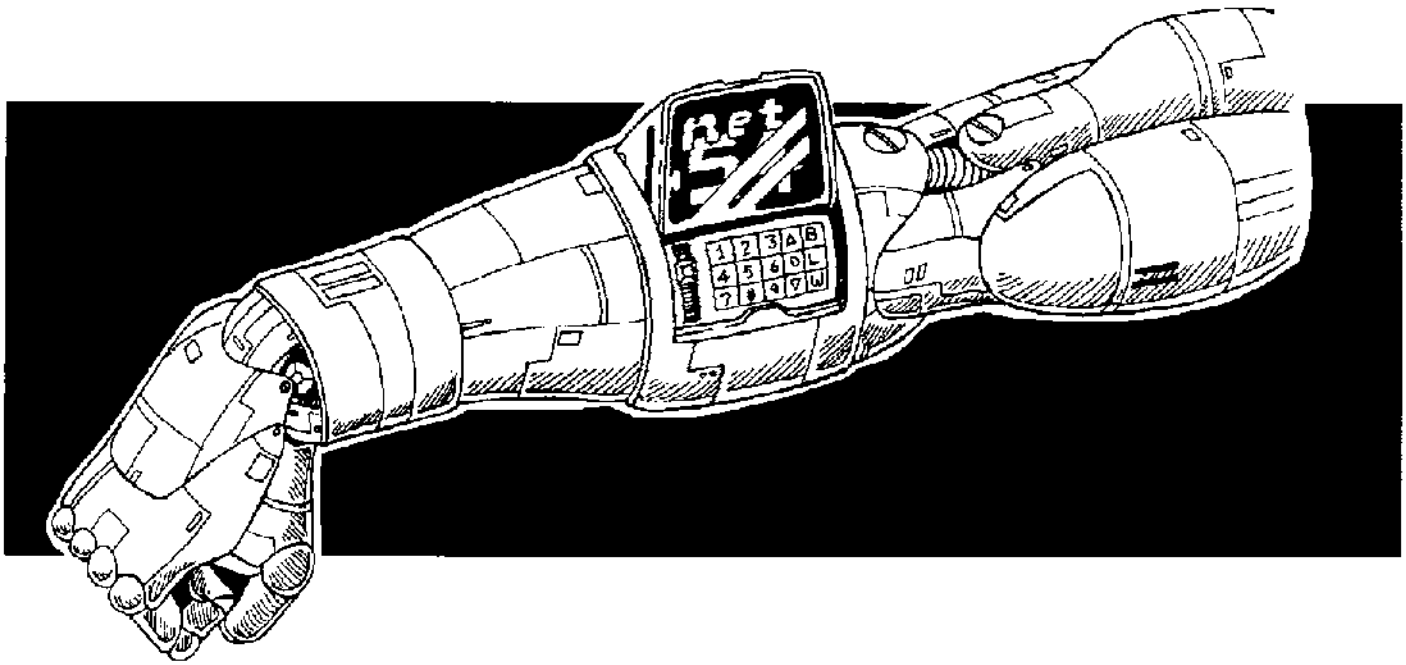
e) Finger Bomb **150eb.**
To be detached and thrown, it inflicts 2D6+3 damage to all targets in a 3m diameter. Caution: Black market cyberware in some states. HC=2.

f) Scissors/Wirecutters **50eb.**
A pair of cutters is built into the middle and index fingers. They inflict 1D6/3 if used as weapons. HC=1.

g) Mace Sprayer **150eb.**
Holds 2 bursts of incapacitating mist (-4 to REF and *Awareness* skill for 1D6 combat rounds). An Average difficulty roll to hit the facial area if target is surprised; a Very Difficult roll if not. HC=2

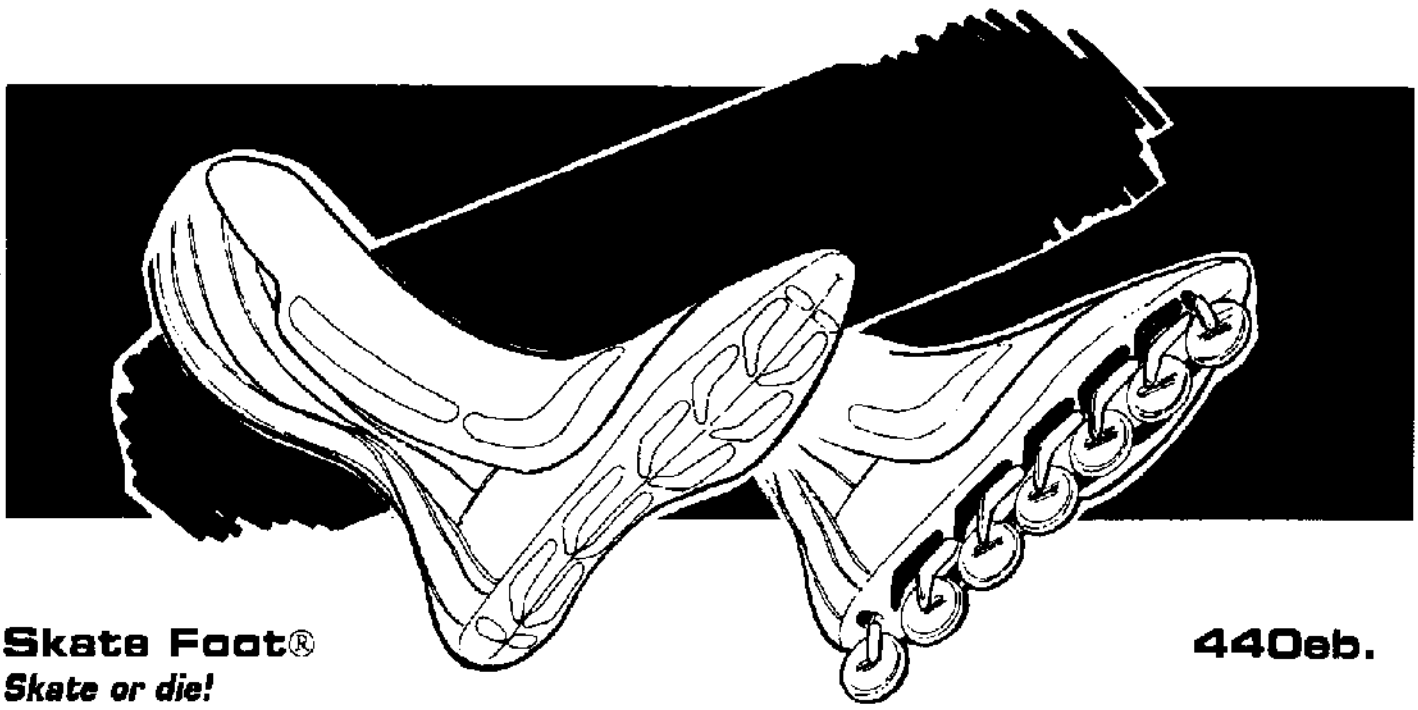
Dynalar has all these and more—act now and we'll buy back your used cyberfingers at 30eb. each!





Watch-Man® 180eb.

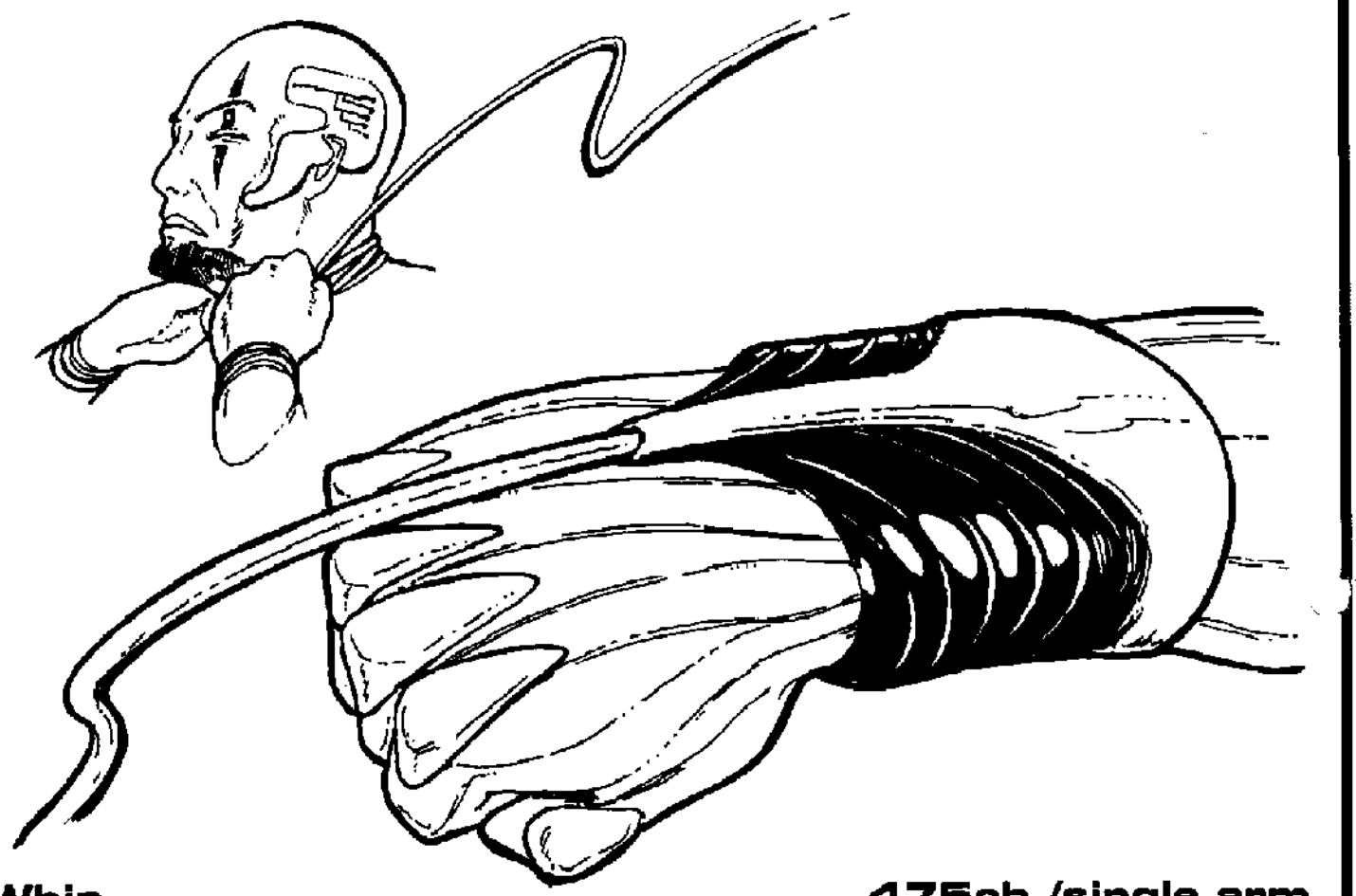
Cyberarm option from *Psiberstuff*. This miniature TV can be installed into any cyberarm, giving the user a 7.5cm x 5cm screen to watch when he needs to get the news, replay video chips, or is just bored. HC=1.



Skate Foot® 440eb.

Skate or die!

This motorized foot module (for installation in cyberlimbs only) is fitted with four chain-driven, super-grip wheels which fold up behind the heel when not in use. Once activated, micro-hydraulic servos slide the wheels down beneath the feet and... ZOOM!! Beat the rush hour traffic by reaching speeds of close to 35mph (an effective MA of 20+ !) in under half a minute (but beware of road rash). HC=1D6. NOTE: subject needs *Skating* or *Athletics* skill for effective use.



Whip — 475eb./single arm

Always keep your enemy within reach !

Cyberarm option. A 2.2m long alloy tentacle that can either whip for 1D6/2 damage, strangle for 1D6 damage per combat round (target must make Difficult BOD or REF roll to escape), or act as a short-range grapple. HC=2D6.

LimbLink™ — 100eb.

Cyberarm option. Using a "smart"-monocle on a cable connected to the cyberarm's limb-control interface, this turns any cyberlimb pop-up gun into a Smartgun (+1). You do not need a separate neural processor module for this link. HC=1.

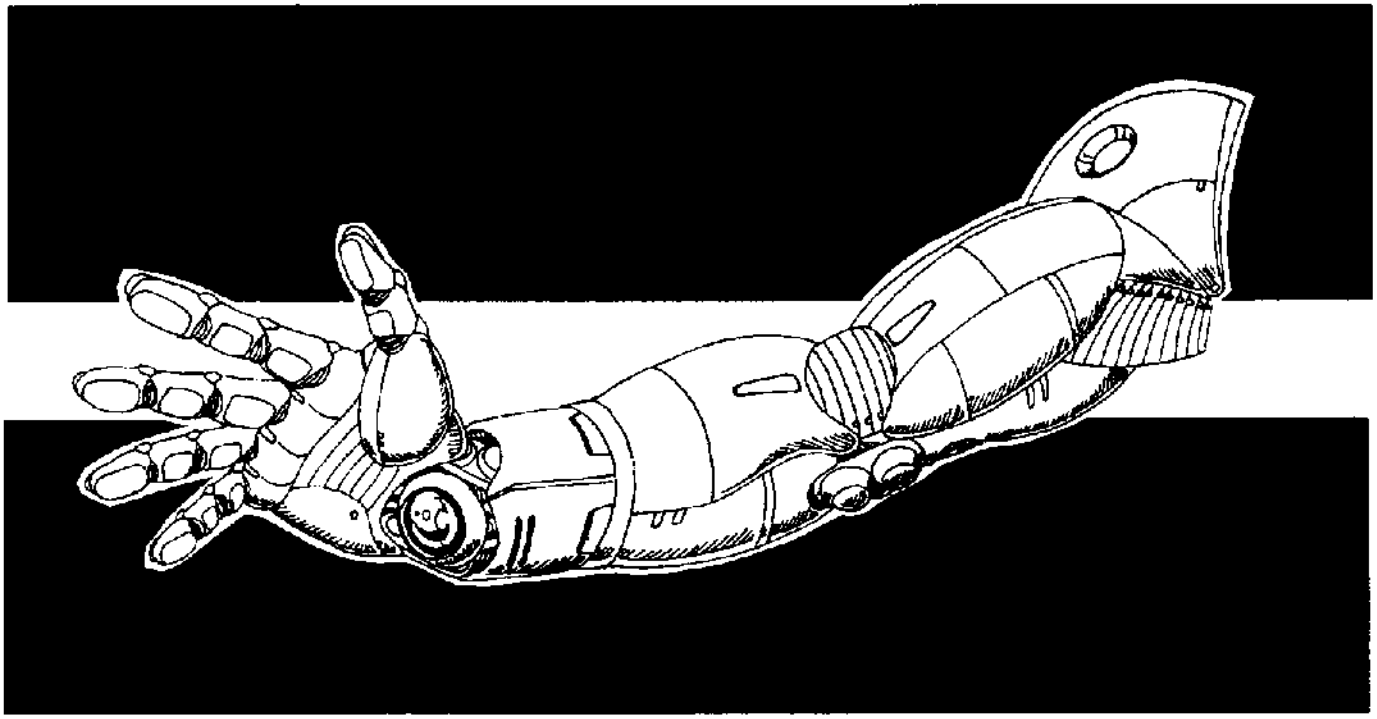
Magnetic feet/hands — 60eb./pair of limbs

Small electrostatic adhesive surfaces are placed in the soles or palms of cyberlimbs. These are for use in Low Earth Orbit, allowing the subject to walk on walls and ceilings. HC=0.

Gas Jet — 275eb.

The last word in chemical warfare.

A pressurized cannister of gas (any type) with a 6 use capacity is installed in a cyberlimb (normally the arm). Range is 2m. Effects depend on the type of gas used (sleep, blister, nerve, poison, etc.). HC=1D6+3.



Flashbulb™ 250eb.

Make 'em "see the light"—for the last time.

A 20,000 candlepower strobe installed in the palm. It effects a 4m diam. cone with a 6m range. Target must make a Difficult REF roll (add *Dodge* skill) to shield eyes. Failure means an Impossible COOL roll (add *Resist Torture* skill) to avoid convulsions or psychomotor paralysis for 1D6 min. Surprise attack increases REF roll to Very Difficult. Cyberoptics or goggles with anti-dazzle make a person immune to this type of attack. HC=1D6/2.

Wet Drive 320eb.

+175eb./extra memory

Computer crash? Never lose critical data again. Forgetful secretary? No longer. Intruding Netrunners? No problem.

Installed at the base of the skull, CYBERMATRIX's new silicon solid-state storage allows the user to store 1MU of file-only memory in the head (the Read-Write Memory is loaded and downloaded through interface plugs). A code-lock can be applied, if necessary, and the data will be loaded or downloaded only after the access code is entered. The user cannot access the information, but it's a very secure place to store hot data. Order soon, and get an extra 1MU of storage for only 175eb. HC=1D6.

Voice Pattern 350eb.

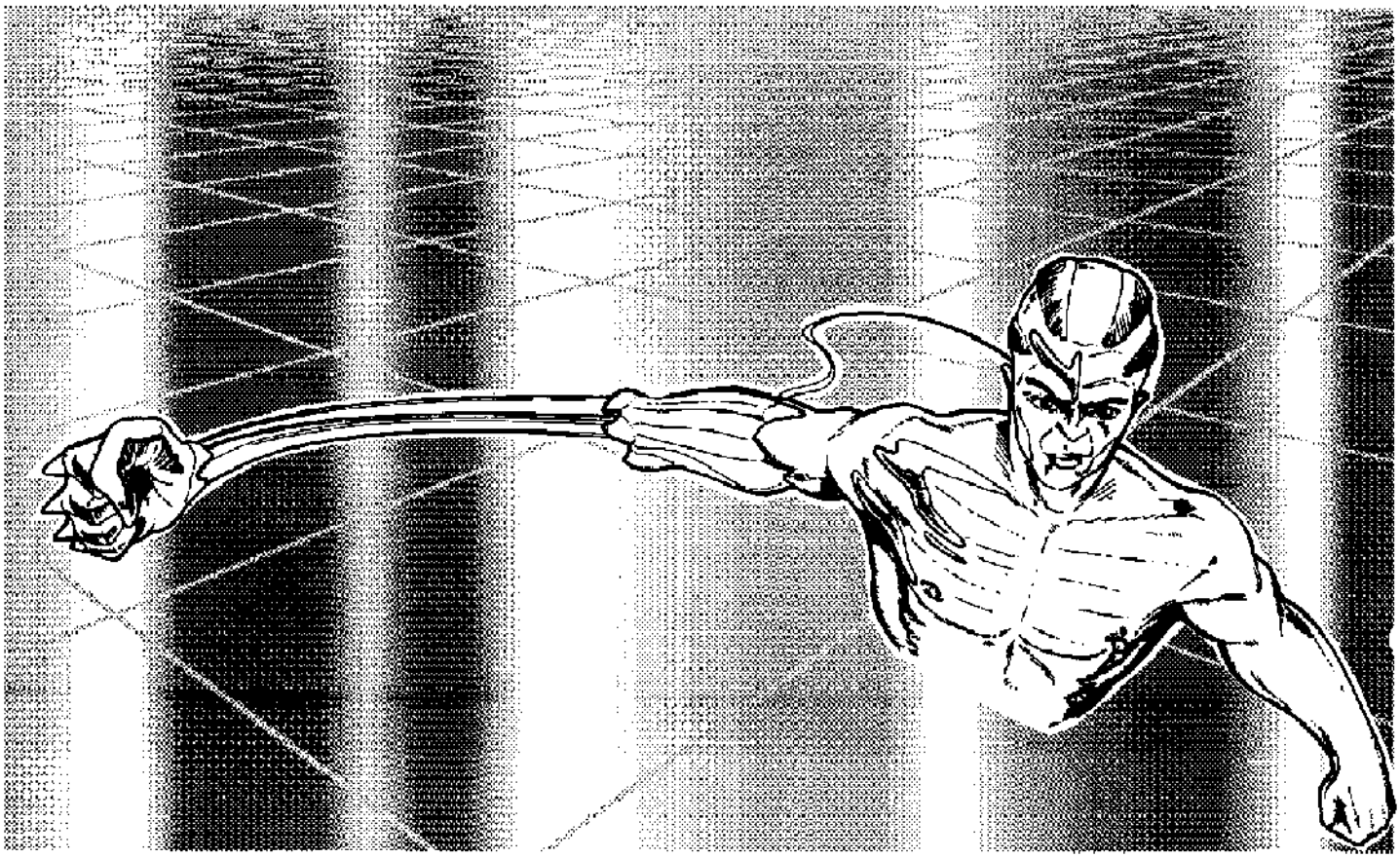
An AudioVox option (of dubious legality) which, when used in conjunction with cyberaudio, Wearman, or interfaced to a sound system or audio tape/chip player, allows the user to exactly emulate the voice pattern of another person.

Game Notes: this allows the player to pass for someone else in conversations and fool voiceprint scanners. HC=2.

Forked Tongue 350eb.

Now anyone can be a smooth talker.

Employing ultrasonics, this A-Vox option (also dubiously legal) makes a listener subliminally susceptible to suggestions (+1 to use of *Persuasion/ Seduction* skills). HC=2



Mace Hand 300eb.

A very heavy hitter! The Mace Hand is a high-density, weighted club which can be smashed into a target, delivering 2D6+1 damage (1D10-2 when used as a fist). Furthermore, the Mace can be extended on 1 meter of heavy cable, allowing a longer range and flexibility of attack (1/2 damage gets through a parry). A must for devoted combat gangs! HC=3.

Game Notes: The Mace Hand is not well articulated; there is a permanent -2 REF penalty for any actions attempted with that hand.

Icer™ 200eb.

Cyberarm option. A CO_2 fire extingusher built into the forearm. Range is only 2m. If used as a weapon, target must make a Difficult REF roll to avoid being blinded for 1D6/2 combat rounds. HC=1D6/2.

Cutting Torch 100eb.

Cyberhand option. Equivalent to a blowtorch with a 10cm flame, 2.5 minute duration. Does 1D6-2 damage if used in combat. Can cut through metal, plastic or wood up to SP 20. HC=1D6/2-1.

Derringer 220eb.

Cyberhand option. 2-shot pistol built into cyberhand, with stats equal to 5mm BudgetArms C-13 (P•-1•P•E•1D6(5mm)•2•2•ST•50m). HC=1D6.

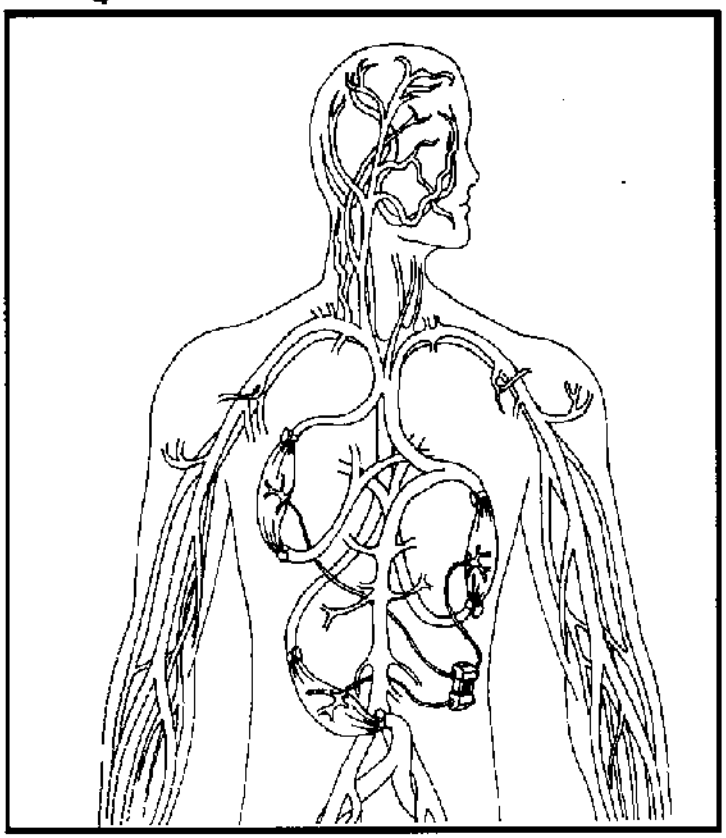
RAVEN®
MICROCYBERNETICS

Rebreathers 700eb.

Tired of having to buy a breath? No longer!

Living in the Big City? Why wait for consumption or cancer to get you tomorrow when you can have Raven Microcyb's new organware today? With their new Rebreathers, the lungs are cyber-enhanced with synthetic filters and 0_2 superchargers. A breath can be held up to 15 minutes! RM's Rebreathers can be adjusted by a doctor to filter out toxic gasses 55% of the time (but not surface irritants like mace or mustard gas). HC=1D6+1.

BODYWEIGHT
Life Preservation Systems



Decentralized Heart 1300eb.

Reduce vulnerability, increase survivability!

Don't put your heart on the line. Replace it with synthetic implants that disperse the chambers, main arteries, and main veins to three areas within the torso. This cuts down on the critical damage done by a single wound. With this implant, a player adds 2 to Death Saves caused by torso injuries. HC=1D6+4.

PACESETTER® Sport Heart 900eb.

Bodyweight now offers a new sporting heart for the physically oriented. This rapid-action turbopump implant is capable of increasing circulation many times over, effectively boosting physical performance. This will temporarily boost Movement Allowance and Body stats by 1 when the heart is kicked into "overdrive." (Game effect: this alters run/leap/lift and all BOD skill rolls except BTM and Death Saves. Death Saves are at -1 due to cardiovascular overpressure.) HC=1D6.

Surgeon General's Warning: use of such organware for more than *four minutes* can cause torn ligaments, muscle damage, and hyperventilation (At the time limit, roll a D10, if roll is under your normal BOD stat, no effect. Subtract 1 from your BOD for every minute over 4 you use the implant. If the roll goes over your stat, take 1D6 damage and halve your BOD stat for the next 4 minutes!).

T-MAXX "Cyberliver" 450eb.

No more DUI's!

You can party longer with the T-MAXX Cybernetic Blood Filter. Micropore Filter units equipped with the new T-mx2 electrochemical diffusion process can filter out up to 98% of blood alcohol, and even remove most cardio-vascular transported poisons. This unit protects you from the adverse effects of drugs such as Smash, 'Dorphs, even Purple Pause. Enjoy the party without the side effects. (The character gets a +4 to all stat rolls involving the effects and addictiveness of drugs and ingested poisons, plus 90% effectiveness in neutralizing all types of alcohol.) The new, deluxe T-MAXX II (850eb) is equipped with a convenient fluid rerouting system, to let you enjoy a night off. HC=1D6.

PACESETTER 2000™ Overdrive Heart 985eb.

More power, more action, greater endurance!

Pacesetter *2000*™—"I couldn't have made my 83rd home run without the Pacesetter *2000*! That extra pulse of power really made my season!" Baseball superstar Ray Isaac and other world-famous athletes agree—the Bodyweight Pacesetter *2000* is the *ultimate* in high-performance organware. This sophisticated heart's "overdrive" boosts Movement Allowance and Body stats by +2 when activated. *Power On!!!* HC=1D6 (Effects and penalties are the same as the original Pacesetter, except that the safe use time is only *two minutes*.)

TimesSquare Plus™ 500eb

Never forget. Always where you need it. Information to make you a maximum cyborg!

NEW From ZETATECH! Just recently declassified, the new TimesSquare Plus™ cyberoptics upgrade integrates your cybereye with a cognitive-reflex processor and a DataTerm link or chipware plugs. Special chipware allows visual recognition, identification, and information retrieval. Full integration with the Farley File™ database allows you to access needed information easily and quickly, displaying the records on your Times Square Plus marquee. This upgrade can also be used with the new Video Imager cybereye. **(See the Chipware Section, pg. 76 of this catalog for further information.)** Takes 3 options. HC=2. Half price if done as an upgrade.

Wearman Mark II 200eb.

Nobody wants to go 'borg for a sound system!

Do you long for the luxury of cybernetic stereo, but can't have one because the doc says your body won't handle full cyberaudio? Advanced Audio Systems comes through again with the newest generation of audio entertainment! The Mark II Wearman implant can be installed at any clinic in an hour and a half—micro speakers are housed in the bone of the skull next to the ears, and a laser-optic reading surface is located beneath the ear. Simply place the microdisk into the synthi-skin pocket and rock on!! HC=0.

Tazer Grip 180eb.

Cyberarm option. Miniature electrical contacts in the thumb, first, and middle fingers deliver a multi-Kilovolt static charge to the target. Effects are equal to the hand-held taser ('Punk 2020, pg.53). HC–2D6-2.

E-Monitor 185eb.

If you make a mistake in space, odds are, you won't live to make another.

Going LEO? Worried about the vac sneaking up on you? The Cyber-Sniffer™ brand e-monitor is the ultimate environment tool for the highrider of tomorrow. The Sniffer has a built-in barometer to check air pressure and can be programmed to observe and report on physical symptoms caused by changes in pressure or atmosphere composition (it will monitor levels of CO_2, oxygen, C-monoxide, and nitrogen with 90% accuracy). The information is displayed via subdermal LEDs on your arm or leg. An excellent way to know when the air is going bad or cabin pressure is too low. Along with all these features, electromagnetic hardening is standard. HC–1.

Mag-Duct™ Spots 220eb.

For the fashion minded !

For those who are appearance conscious, but still need an interface, DSI's sub-dermal magnetic induction plug allows full interface ability while retaining your "unspoiled" appearance. Implanted just below the skin (with only two metalized "spots" showing), a wristband and cable jack allow you to plug into your cyber device, reading the signals by mag-field induction. (No cybermodems; -1 to interfacing controls with all other devices.) The manufacturer suggests using low-impedance cables with this installation. HC=1D6/2.

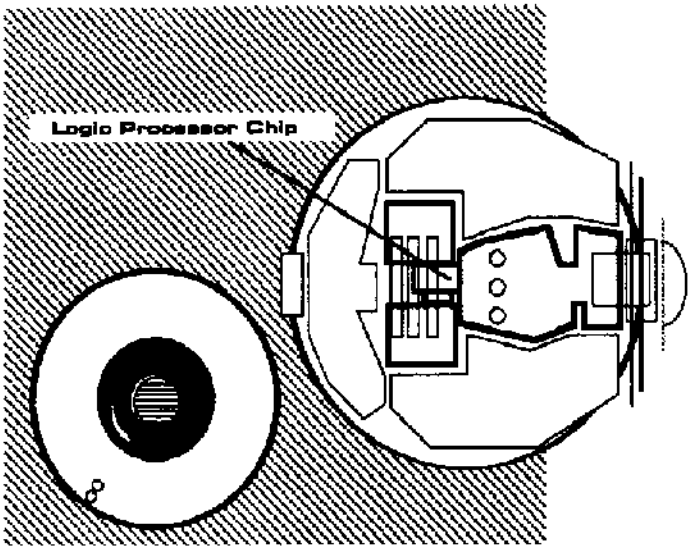
Gyro-Stabillizer 1000eb.

Raven Microcyb's gyro-implants give the cyber-man of today perfect balance! Using an automatically triggered gyroscope and balancing fluid reservoirs mounted in the skull, the subject will not suffer from dizzyness due to a sudden change in orientation. This provides a +2 on Space Sickness die rolls (*Near Orbit*, pg.12), and an automatic +1 Skill in *0-G Maneuver* (*Near Orbit*, pg.13). The owner will also have a +1 bonus to any *Athletic* skill maneuver involving extended balance. HC=1D6.

Dodgeball™
440eb.

You'll be one step ahead of them!

This cyberoptic option from Kiroshi Optics consists of a logic processor keyed to predict movements of the human body according to established patterns of body language. The device will enhance the user's close-combat capabilities, allowing him/her to predict an opponent's offensive or defensive actions. This increases the user's Brawling, Martial Arts, or Melee Weapons skill by +1. The user must observe his opponent for 3 regular turns (30 sec.) in order to 'work in' his moves. Uses 1 option space. HC=1.



Video Cam/Transmitter
330eb.

Never miss the picture, with Kiroshi.

Cyberoptic option. Sends whatever image the subject sees as a constant live feed to a remote monitor. Range is 1 mile. Takes 4 options. HC=1.

KIROSHI®

Video Imager 350eb.

For images only <u>you</u> need to see.

An advanced form of TimesSquare, this option allows the user to receive vid images (via telecommunications transmission or interface plugs) that are displayed internally. Takes 2 options. HC=2.

Cyberoptic Teargas Sprayer
200eb.

Why carry mace? Just look him in the eye.

A one-shot burst of gas with a 1m range, blinding target for 1D6 turns. Cyberoptics are affected. It requires a Very Difficult roll to hit the facial area, dropping to an Average roll if suprise is achieved. A failed roll may affect the user! (Referee's choice) Takes 2 options. HC=2.

Lifesaver™ Skinweave
4,500eb.

Reading this ad could save your life !

An enhanced version of the *Enhanced Antibody treatment (2020 pg. 75)*, Lifesaver also incorporates a limited form of skinweave similar to SpraySkin. It seals torn blood vessels and counters the more extreme effects of shock. The patient therefore advances Death Levels once every **four** minutes instead of once every minute. Critical wounds do not advance to Mortal as long as the patient isn't exposed to rough treatment, and the healing rate is +1 point/day. Each time the subject sustains a wound higher than Critical, he/she needs a maintenance treatment costing 1000eb. HC=(1D6/2)+1.

Anti-Plague Nanotech
1,750eb.

Improved antigens and mutated T-cells provide increased immunity against serious diseases. A number of pharmaceutical companies provide updates to maintain parity with the latest biowar developments. The user gets +3 to BOD rolls vs. contracting diseases or vs. the effects of biowar agents. HC=.5.

Frequency Changer
100eb.

This circuit switcher gives the user an option of up to 6 channels on his radio splice. HC=0.

Gang Jazzler 600eb.

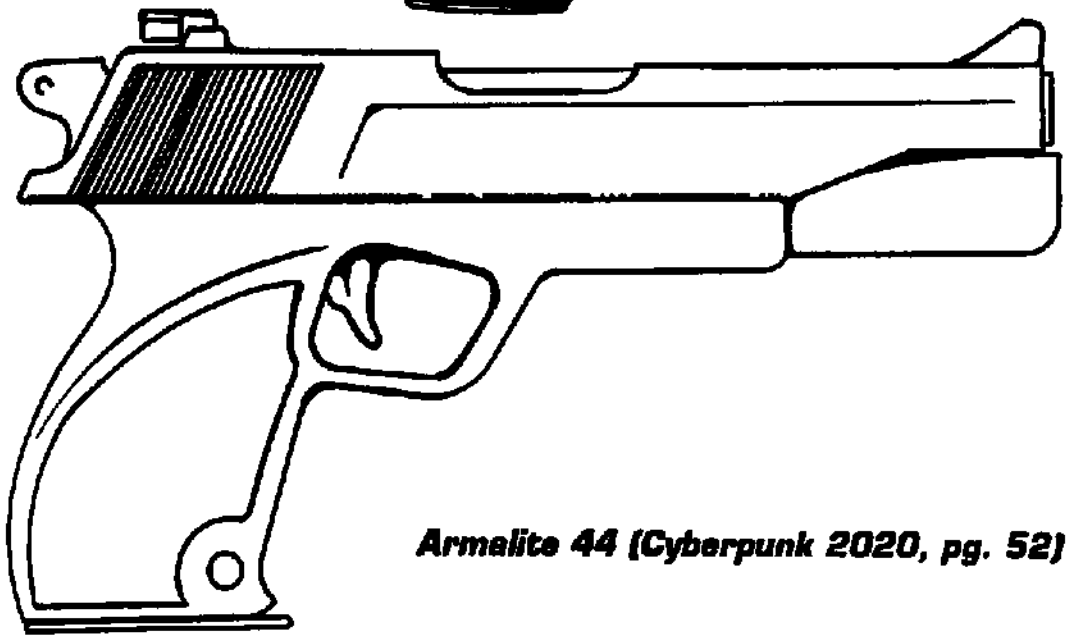
"Shocking" newtech from CYBERMATRIX!

The installation consists of small, highly conductive needles housed in insulated forefinger sheaths. These are wired to a powerful minibattery. This battery, located in the forearm, has enough of a charge for 3 lethal surges (if the victim fails a BOD roll of 20, he is immobilized 1D10+1 minutes; if he's hit in the head or torso and rolls less than 15, he's dead. He may add his *Endurance*skill to this roll). Soft body armor up to SP 3 can be penetrated. Contact (a solid combat grapple) with cyberware has a 10% chance of completely shorting out non-insulated cybertech. Gang Jazzlers are black market cyberware in most judicial regions. HC=2D6+3.

WEAPONS

ADVANCED COMBAT TECHNOLOGY 2020

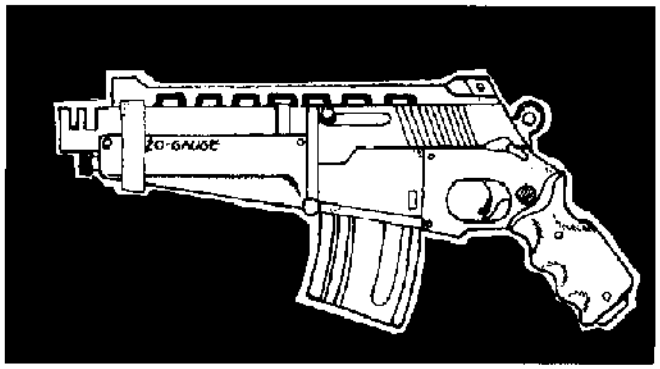
Goncz-Taurus Autopistol (pg. 44)



Armelite 44 (Cyberpunk 2020, pg. 52)

"On the Street, there's no room for excuses; for hardware that doesn't work or equipment that doesn't perform. You can't demand a refund with a bullet in the brain, and a lawsuit's pretty problematical when you've been parted out to the local body bank. You want the best weapons euro can buy, because the alternative is the costliest of all— your life."

—Morgan Blackhand
The Enforcer's Handbook, 2017

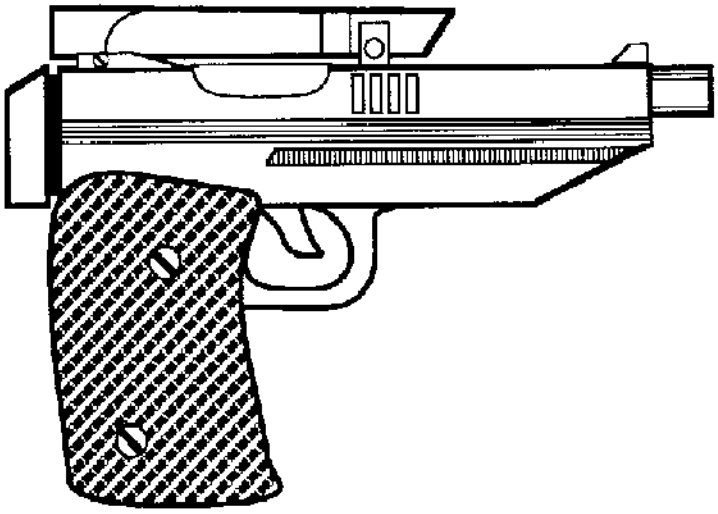


Militech Crusher SSG 450eb.

SHT -1/-3 J C 3D6/1D6+2(20 Gauge) 6 2 ST

This pistol-sized shotgun was developed during the 2nd Central American Conflict for close combat and roomsweeping duties. The Crusher is a handy weapon in 20ga., with its box-type magazine and 10in. barrel, but not very accurate.

Game Notes: due to "whipper" styling stockless, short barrel; the weapon is -1 to 12m, -3 to 25m, and ineffective beyond that. The damages correspond to the two ranges.

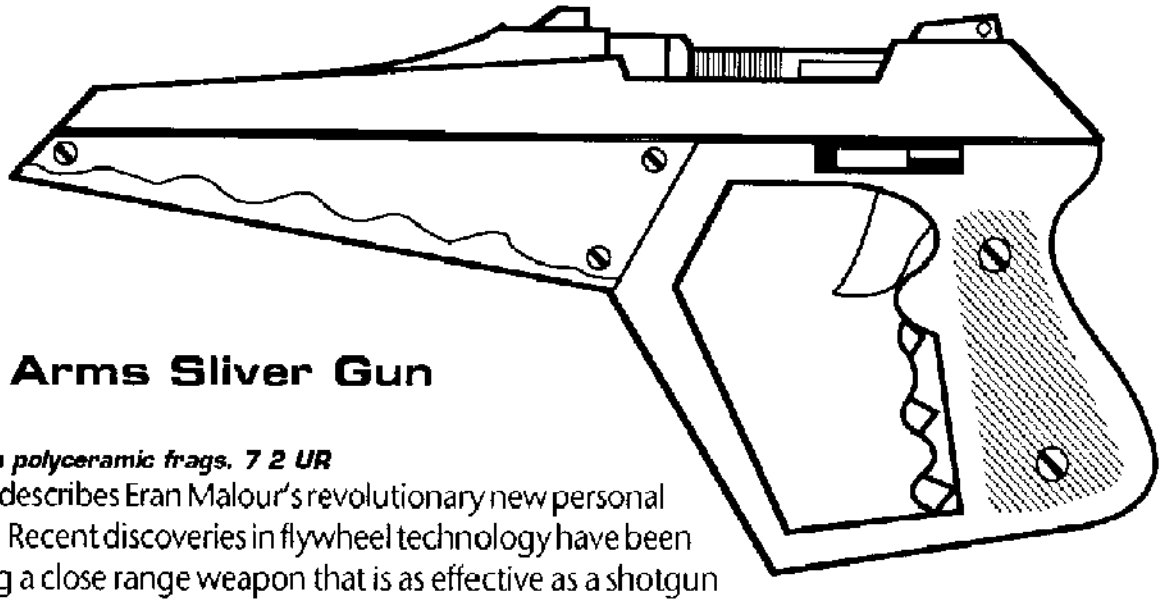


Budgetarms Laser-Niner 675eb.

P 1* J/L P 2D6+1(9mm) 15/35 1/3/20 ST

A quality auto/machine pistol, sleek in design, which fires 9mm caseless rounds. Made to security specifications, it is built for combat, employing an integral lasersight and 3 round burst/full-auto firing mode. It has a 15-shot magazine, but for assault ops it can be fitted with a 35-rnd. "snail" clip (concealment rating goes up to "L" when the snail clip is loaded).

Game Notes: normal WA rating drops to 0 if Smartlinked, due to integration of existing laser sight.

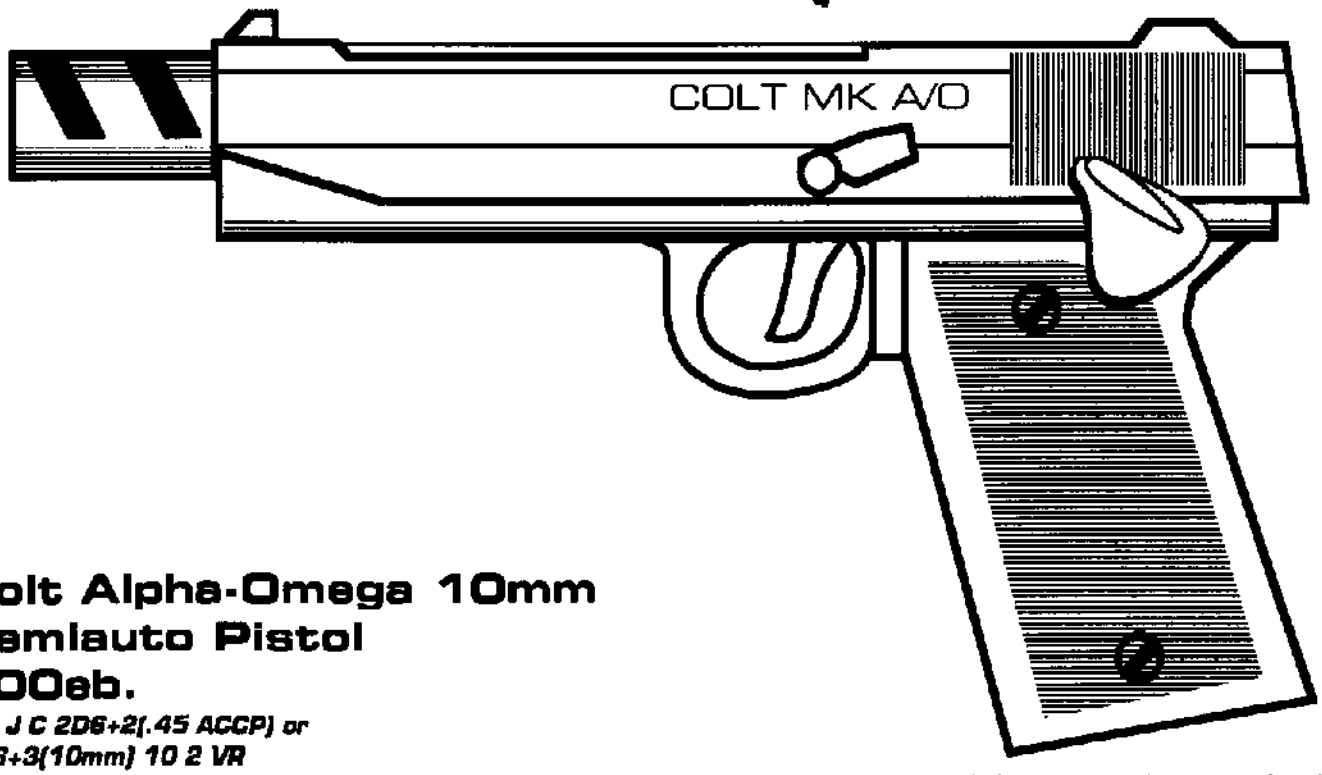


Malorian Arms Sliver Gun 375eb.

P 0 J P 2cm x 2cm polyceramic frags. 7 2 UR

Quiet and deadly describes Eran Malour's revolutionary new personal defence weapon. Recent discoveries in flywheel technology have been utilized in creating a close range weapon that is as effective as a shotgun but no louder than an electric toothbrush. The sliver gun uses a squeeze cocking action to activate the four inch flywheel. When triggered, the wheel presses against a polyceramic block creating a multitude of sharp fragments traveling well in excess of 1200 feet per second! The internal power cell can spin the flywheel up to eighteen minutes before replacement (cost per cell: 7eb.). The sliver gun is also available in a accessory cyberarm version (HC=1D6+2).

Game Notes: Cyberarm version retails at 550eb. (2D6 Fragments/hit, each 1D6/2 damage; treat as knife for armor penetration) HC=1D6+2



Colt Alpha-Omega 10mm Semiauto Pistol 500eb.

P 2 J C 2D6+2[.45 ACCP] or 2D6+3[10mm] 10 2 VR

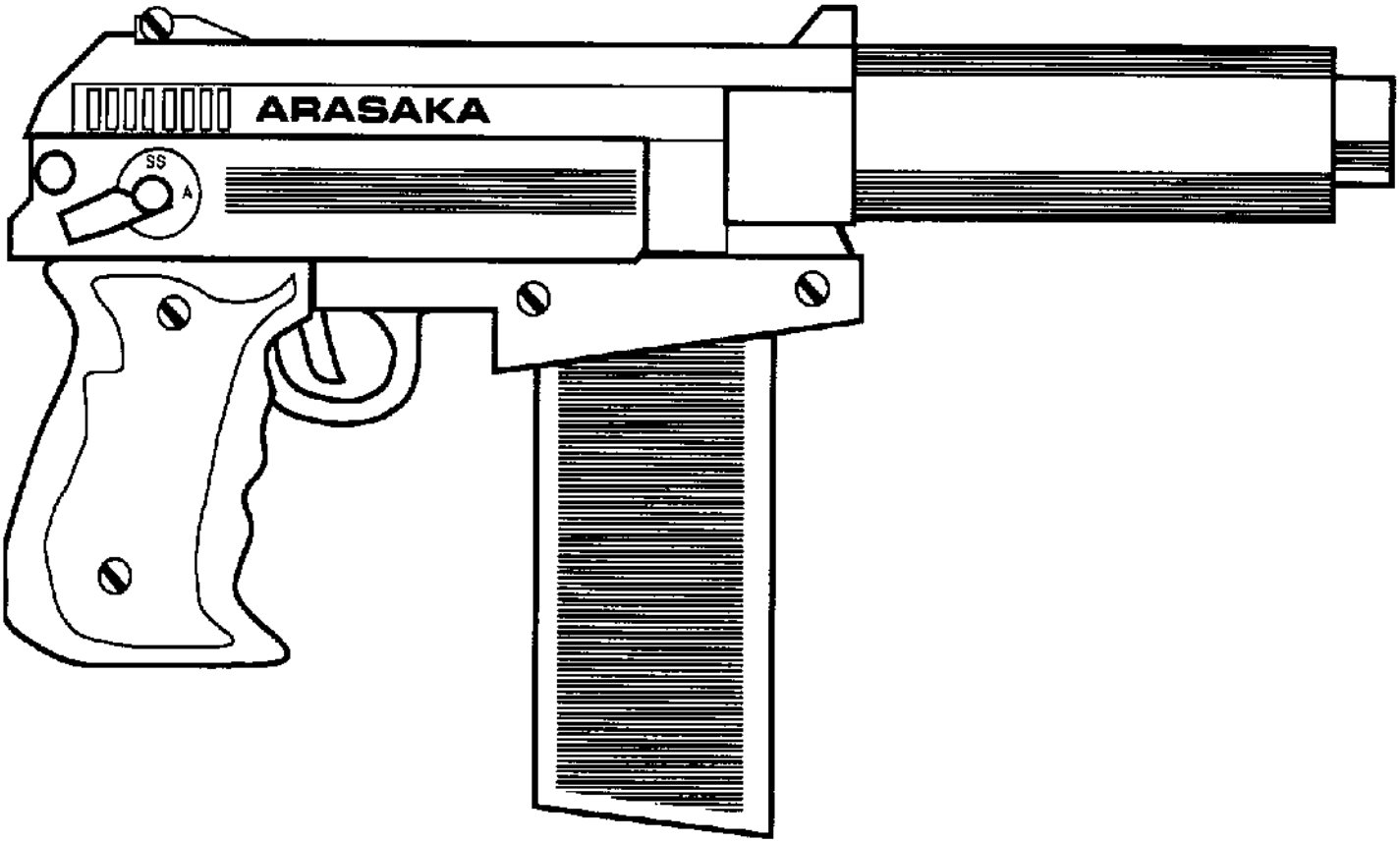
For over a century, Colt Firearms has been producing, and improving, the definitive semiautomatic pistol. From the M1911a1 .45 Colt to the present Alpha-Omega, Colt has strived for excellence. The Alpha-Omega is a semiauto, double action pistol. It has a ten round magazine in the shooter's choice of .45 ACCP or 10mm caseless. The pistol comes with a barrel compensator and shooter's interface as standard factory options. It may also be ordered with a Nikon COT sight system (*Solo of Fortune*) for an additional 3900eb.

Glock Thirty Machine Pistol 705eb.

MP 2 J/L C 2D6+3[10mm] 20/30 1/3 VR

In time for their thirtieth anniversary, Glock Int. introduces the latest in the further development of their famous line of semi-auto pistols. Glock has taken their 10mm Glock-20, given it a selective single shot or three-round burst capability, gas porting on the barrel for excellent controllability, and thirty 10mm cartridges per magazine. These features, plus Glock's time tested quality and accuracy, creates a fine example of Austrian workmanship.

Note: this pistol can also use the standard 20 rnd pistol magazine making it slightly more concealable and compact (P).



Setsuko-Arasaka "PMS" Advanced Sub-Machine Gun 1150eb.

SMG 1 L P 1D8+2(7mm) 40 20 ST

For the wanna-be technoninja, Setsuko-Arasaka (a division of the parent company) is now producing their Police/Military/Security SMG in the United States at their new automated plant in Night City, California. Designed for low-profile corporate security and paramilitary forces where discretion is valued over raw firepower, the weapon fires a sub-sonic, caseless 7mm bullet paired with a built-in Sonex suppressor. Early models of this weapon gained the reputation of being fussy about ammo and rumors that the weapon interface caused peripheral vision hallucinations. These problems were due to subcontractors substituting inferior or non-spec parts. The new PMS has been put through exhaustive testing to overcome all earlier problems with this weapon.

Note: non-smartlinked version is 200eb. less.

Goncz-Taurus Pistol 200-275eb.

P 0 J E 2D6+1(9mm)15 2 ST

300-400eb. (Selective-fire version)

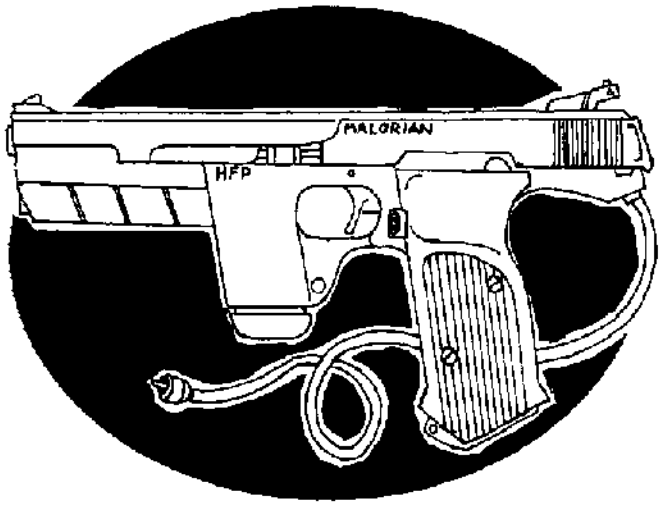
MP -1 J C 9mm 15/30 2/10 ST

Standard officers-issue weapon in the Pan-Americas, and for many years illegally smuggled into the southwestern United States; this pistol has been made famous by that notorious nomad gang, the *Bat People*, and their leader, "The Brian." Don't be fooled by cheap Mexican or underground knock-offs! The G-T Pistol is manufactured by Taurus Brazilia De Brazil to their exacting standards and imported by De Santos Ltd. Two versions of this weapon are available: the 9mm semiautomatic, and the machine pistol version with a selective fire capability. A sturdy and reliable pistol at a very competitive price, with the choice of fifteen or thirty round magazines available. Dealer's prices may vary.

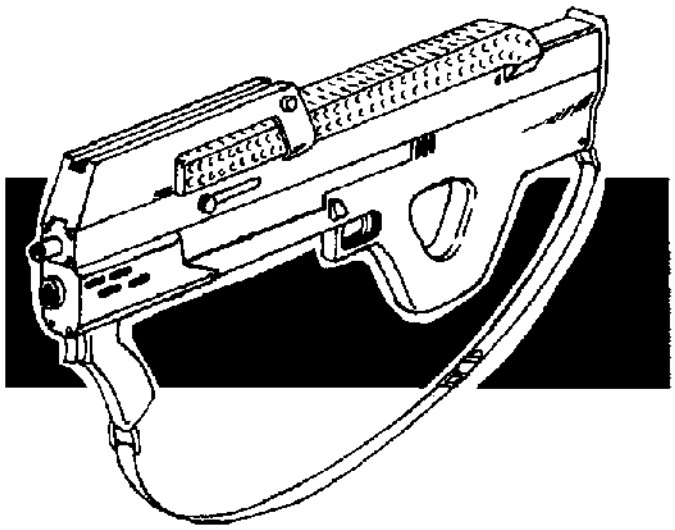
Malorian Arms Heavy Flechette Pistol 595eb.

P 1 J C 1D6+1(4mm AP Flechette Proj.) 25 2 ST
Disposable magazines are 14eb.

Firing a single 150 grain, 4mm dart at over 1700 feet per second, the Malorian Arms heavy flechette pistol is second to none in flechette handgun technology. Using a liquified gas combustion system, this semiautomatic pistol packs a rifle-round wallop in a handgun-sized package. The rechargeable liquid propellant reservoir can fire over two hundred rounds before needing a refill (30eb). The large magazine capacity make this weapon a favorite with firepower freaks everywhere. Eran Malour has specifically designed his new flechette gun with the "enhanced" customer in mind. The weapon comes chipped from the factory; safety interlocked and encoded to the owner, so use by anyone else is impossible. This feature is a definite plus to anyone needing a strong home defense weapon but who worries that their children might hurt themselves with an accidental discharge.



Note: Dense metallic bolt has double the AP effect (armor is x1/4). User must wear a special "safety-chipped" wristband, or have the safety chip in a wrist socket.



Militech M-31a1 Advanced Infantry Combat Weapon 1695eb.

RIF 2 N R 4D6(4.5mm) 150 30 ST/VR

Two years ago, the Provisional United States government proposed a new competition to select an advanced infantry combat weapon. The armed services committee felt that the military had a fine weapon already, and decided to create an impossible set of design parameters to purposely set this weapon program back at least ten years. The first and only entrant in the competition was the M-31a1. Militech had developed a new grenade launcher firing a projectile no larger than a 10 gauge three-inch shotgun shell, but with performance almost equal to the original M-79's 40mm grenade. Malorian Firearms had recently patented a new weapon system called "liquid propellant action" but didn't have the capital to develop anything more than a working prototype. Eran Malour offered the license to Militech and in just eighteen months, the M-31 advanced infantry combat weapon was in production. The M-31a1 is an over and under configuration with a 4.5mm caliber assault weapon atop a pump-action mini grenade launcher. The liquid propellant action functions more like an old style gasoline motor in that a propellant and oxidizer are mixed in a firing chamber, then electrically fired by pulling the trigger, launching a 4.5mm copper jacketed bullet (50 grains), and cycling the action to feed the next round into the chamber. One of the requirements of the government contract was a magazine capacity of at least 100 rounds. The M31a1 magazine holds 150 projectiles and the propellant necessary to fire them. Paired with the grenade launcher, this design has proven to be an efficient and deadly combination.

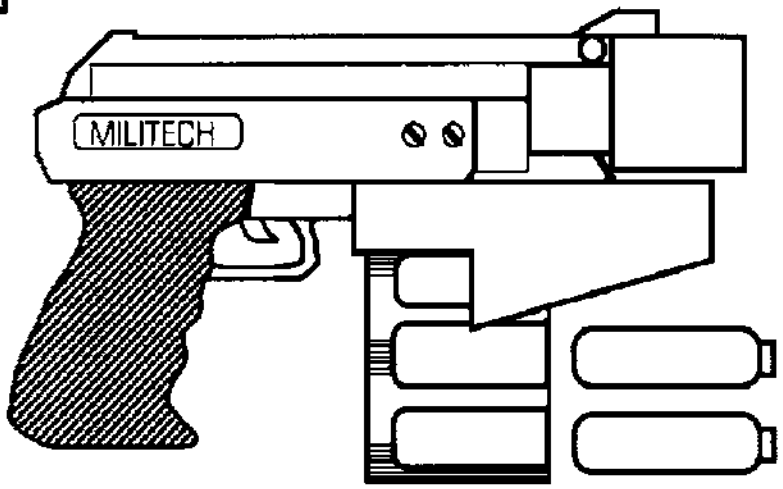
Note: see pg.46 for stats on mini-grenade launcher.

Militech Mini-Grenade Launcher
255eb.

MGL(pump) -1 L C Mini-Grenade/10 Gauge 4 2 ST

475eb.

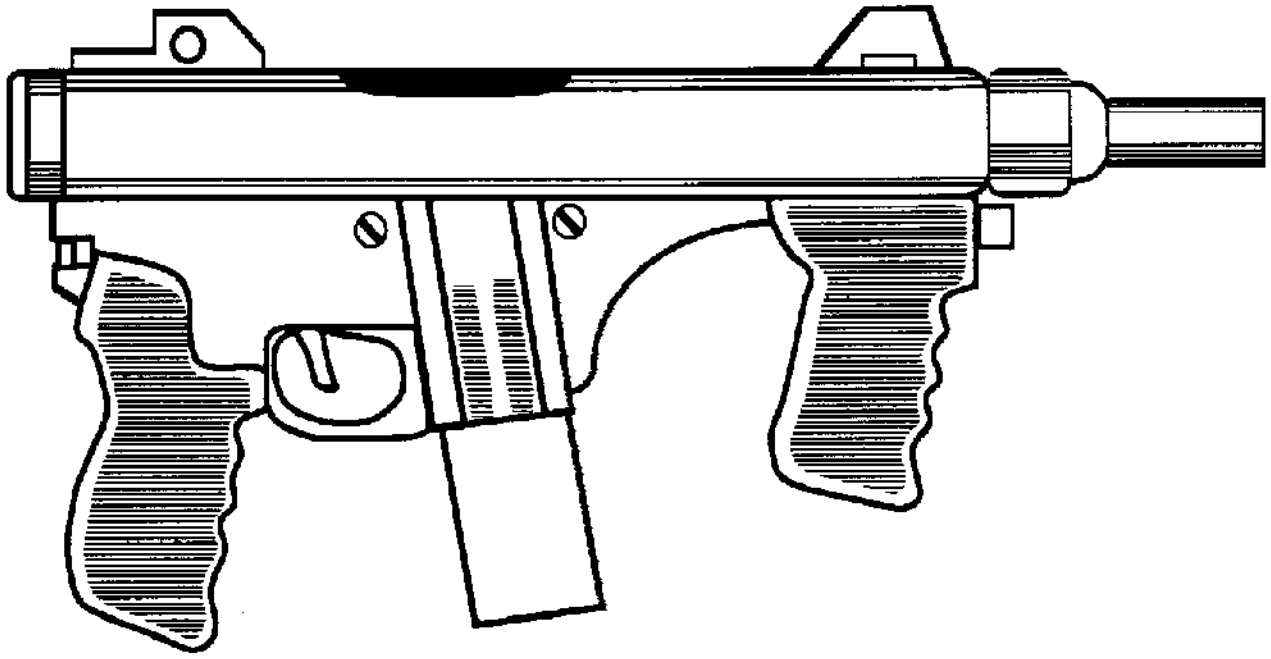
MGL(drum) ON P Mini-Grenade/10 Gauge 16 2 ST



Militech has developed a new grenade projectile sixty percent smaller in size (25mm x 90mm), but having the same range and effect as the standard 40mm grenade. Two styles of launcher are sold by Militech. The first is a pump-action, shotgun-style launcher with a tube magazine holding four rounds. This version is the one normally mated onto Militech's M-31a1 Advanced Infantry Combat Weapon (see pg. 45) , or the Militech 10 Submachinegun (pg.51). The second design (shown here) has a large rotary drum with a sixteen round capacity, constructed on a modified Militech 10 frame. This weapon's settings allow a shooter to select between the ammo types that have been loaded. For example, the shooter could fire a tear gas shell, select an HE round, fire the HE, and then select a multiple flechette round, all without reloading! The weapon automatically rotates the drum to place the specified type of round into the chamber. Both weapons can also use 10 gauge shotgun ammunition.

Note: ROF drops to 1 if the shooter is selecting new ammo types between firings.

Mini-grenage munitions: HEP 5D6(damage is 1/2 real,1/2stun-only; armor has no effect and is damaged 2 lvls.), Fragmentation 2D6+1 (5m diam.), Antipersonnel Flechette 1D6 (2D6 hits/shot), Smoke or Tear Gas (5m diam., see *Cyberpunk 2020* for effects.)



Beretta M-24 Advanced Sub-machine Gun
1250eb.

SMG 2 L P 2D6+1(9mm) 50 25 VR

The NEW standard-issue SMG for Interpol. Beretta Euroarms has set new standards in weapon technology with their M-24 sub-machine gun. Using the time-proven M-12 SMG as the basis for this new weapon, they incorporate features such as an integral smart link, large magazine capacity, and a recoil compensator. This makes a total weapon package that will fill the needs of any solo.

Note: non-smartlinked version may be had for 300eb. less

EMP Grenade
Cost: @ 200-400eb?

GRN 0 P R High Energy/ Electronic 1 1 varies

Are you a fifty kilo weakling? The metal dweeb next door won't tone down his chip box? Is your action being electromuscled by some borgboy in a bad thousand-yen suit? Put that chipped beef on toast with this "soon to be patented" Veg-o-matic Electromagpulse Grenade. Manually or remotely detonated, this munition will produce an electromagnetic pulse with a very limited range (approx. 10m dia.) that will scramble electrons, wipe chip memory, and teach any chromedome how to do the Dying Cockroach. If you're interested in this or any other electronic marvels, lay a query line at Night City's *Boogie Board* for the "The Great Neeso".

Note: We received a single EMP Grenade for testing along with payment for this ad. The instructions claim that when detonated, the grenade does not explode, but fuses its internal mechanism five seconds after arming. We tested the grenade among a group of volunteers from the shipping dept. and found that the more heavily augmented a person was, the longer it took for the effects to wear off. We estimate that internal cyberware came back on line in about four minutes and cyberlimb functions were regained in about ten minutes. Even a person with no cyberwear whatsoever will have orientation loss for about ten seconds. MRAM chips are totally lost unless shielded against EMP but our shipping manager's augmentation was unaffected, due in part to its L-5 origins.

DCR Rifle Grenades
@50eb./round for frags and others
100eb. for Anti-Tank

RGRN -1 N P varies 1 1/2turns VR
RGRN 0 N P Anti-Tank 1 1/2turns ST

With the addition of a 22mm muzzle adaptor (200eb), any rifle may fire the DCR line of rifle grenades. The use of a bullet trap design developed in the 1970's allows the shooter to fire conventional ammunition and also launch a rifle grenade up to 150 meters away! These small finned projectiles carry a warhead capable of doing as much damage as a standard grenade. It packs the same punch, but at a tenth the cost of a grenade launcher.

Note: the muzzle fitting for launching grenades can be installed on any paramilitary rifle by a competent tech for about 50eb.

FEN Dz 22 "Saucer Grenades"
65eb.

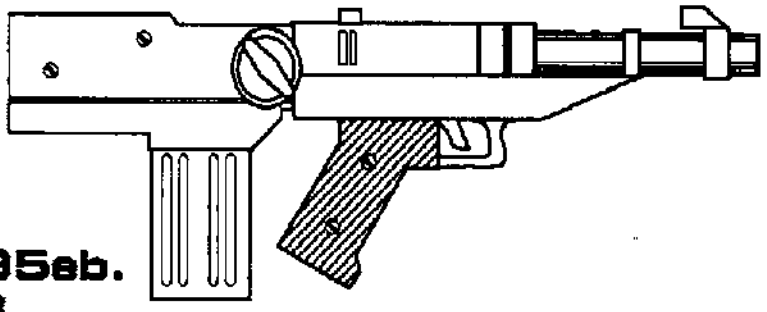
GRN 1 P P HE/Frag 1 1 ST

Introduced at the Paris Weapons Exposition by Fabrique Europa Nationale. These hand grenades have a liquid explosive filler in a aerodynamically saucer-shaped (4.5" dia. x 0.6" thick) grenade body (+2 to *Athletics* skill). Arming the grenade is achieved by turning the trigger button clockwise. Pressing the same button will allow a six second delay before detonation occurs. One hundred-sixty hardened steel pellets create a zone of fragmentation fifteen meters in diameter (Damage 2D6+3). This grenade has a rubber edge to allow the user to carom it off objects. Because of the way one throws the grenade, colorful nicknames such as "Frisbee O' Death" and "Perforation-Puck" are often used to describe this product.

FEN Dz 25 "Det Card™"
120eb.

GRN 1 P P HE 1 1 ST

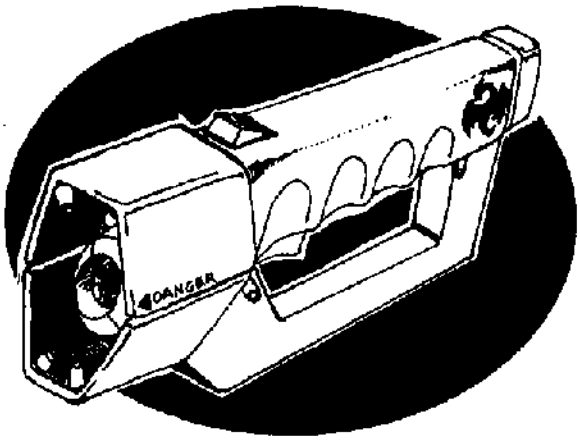
Another nifty new design from those clever folks at Fabrique Europa Nationale. The Det Card is a credit-card sized wafer of C-4, stabilized with a plastic shell, and ignited by a tiny detonator chip imbedded in the card. Simply snap the card in half, place it where desired, and it will explode in twenty seconds. Just right for noisy B&E jobs. Available in Trauma Team™, Euro-Worldbank, and WNS press card formats.



Malorian Arms Sub-Flechette Gun 795eb.

SMG(F) 2 J C 10mm (multi Flechette) 10/30 3/35 VR

Malorian Arms has beaten the competition to the punch with their new flechette sub-gun. A bullpup - configured weapon using a rotary bolt system similar to the proven M-95/C-11 operating system. This weapon uses the new 10mm caseless flechette round containing six steel penetrators capable of defeating any ballistic cloth (Kevlar) body armor in present use. Equipped from the factory with three round burst/full-auto capability, and an integral compensator. Ammunition magazines come in ten and thirty round capacities.



Kendachi Dragon 660eb.

EX 0 J P varies 4 1 ST

This hand-held flamer provides destruction at your fingertips. The ignition must be activated 1 combat rnd. before firing. Creates a 4m flame, doing 2D6 spread over 2 random body areas 1st round, 1D6 to 1 area 2nd rnd. Only hard armor, or soft armors of SP 15+ will protect the target. All soft armors will be damaged 2 lvls. instead of 1.

GPz-78 Mini-Grenade 40eb.

GRN 0 P P HE/Frag 1 1 VR

A very small hand thrown grenade (1.5" diam.) using a HDX explosive filler. Because of its size this grenade is very concealable but its blast effect is limited to only three meters (Damage 1d6+2). Licenced to Gremyenko of Moscow by DutchArms LTD.

Militech Military/Police Shotgun 300eb.

SHT 0/-1 N/L C 4D6(12 Ga.) 8 2 ST

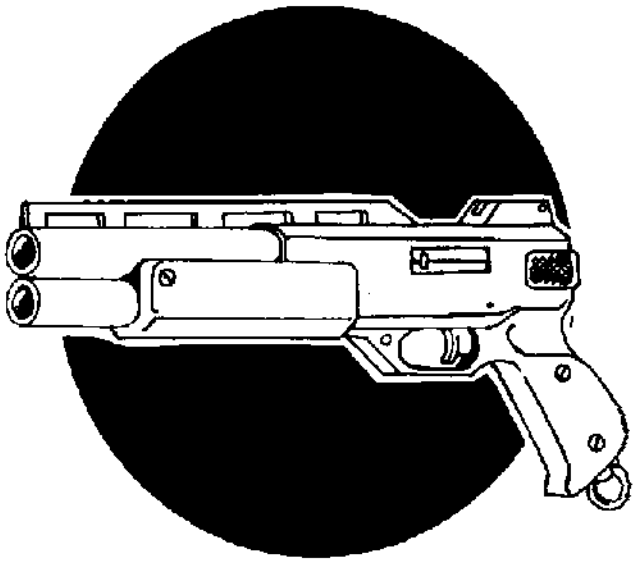
A gas operated, semi-auto shotgun with an eight round detachable box magazine and folding stock. A hard-working weapon for the hard-working corporate MP. May be ordered in either twelve or ten gauge (six round capacity, no folding stock).

Note: 10 gauge ammo does 4D6+3 damage, 12 gauge is 4D6. Second Acc. and Conceal. ratings are for stock folded.

Biotech-Askari Motion Restraints 60eb./bomb, 25eb./release tube

EX 0 P P Special 1 1 UR

A fine, gossamer-web polymer material dispensed by hand-thrown bomb. It allows slow, steady movements, but clamps down instantly on quick or violent motion. 1m radius effect; a Very Difficult REF (use *Dodge/Escape* skill), or Near Impossible BOD (use *Strength Feat* skill) roll to get free. The release catalyst comes in a 10-use squirt tube; otherwise, wait 30-40min for chemical breakdown.

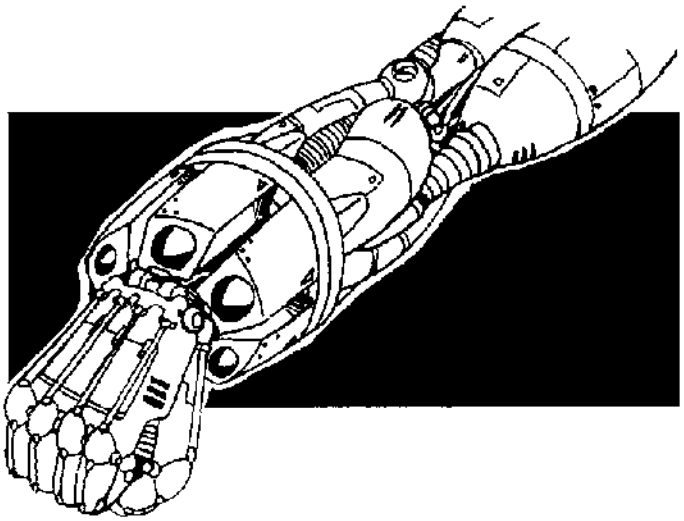


Stundart Pistol
109eb.

P -1 J C Stun/-1 Save(.45 cal low-V dart) 2 2 VR

A new addition to our catalog comes from Pursuit Security Incorporated. For the solo needing a non-lethal alternative, the stundart gun is an excellent choice. This weapon is an over-and-under double-barrel breakopen configuration. The stundart ammunition itself consists of a special low velocity (400 fps) .45 caliber plastic cartridge. The projectile is a pronged copper-jacketed capacitor capable of storing a charge of up to 70,000 volts! The dart-like projections allow the round to deliver its charge through heavy clothing, fur, and even some ballistic cloth armors (penetration of soft armor up to 5SP is possible). Incapacitation is instantaneous and lasts up to one hour.

Note: This weapon is unsafe to fire with any regular ammunition (90% chance of misfire, 2D6–1 damage to shooter's arm). Projectiles are sold four to a package and have an expiration date for use.



Rostovic Wrist Racate
380eb.

for launcher, rockets are sold in packages of six at 200eb.

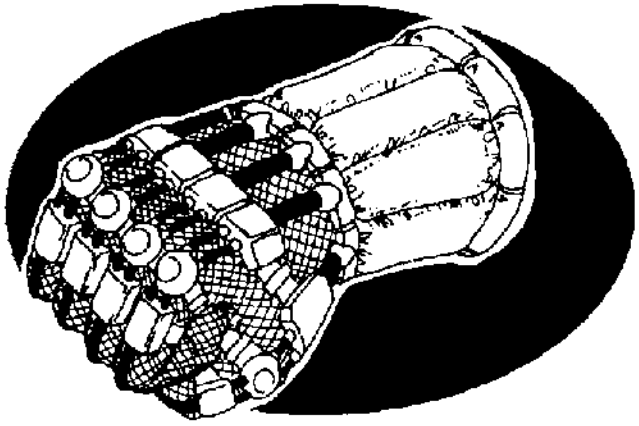
MRL 0 N P 5D6(30mm HE) 6 3 ST/P

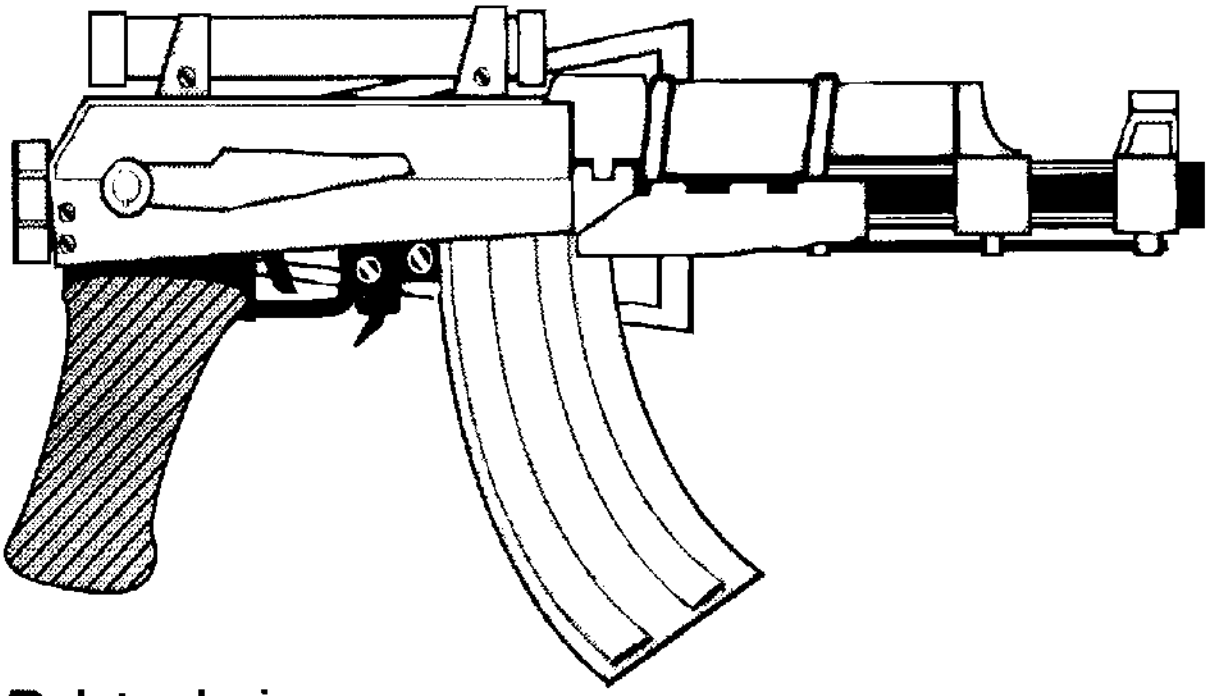
From our friends in the Eastern bloc comes a new weapon, the "Wrist Racate". This pseudo-cyberweapon consists of a cylindrical mini-rocket pod that rotates around a forearm fitting. It is capable of firing six 30mm HE rockets either singularly or in volley. Backblast is not a problem as each rocket is cold-launched by compressed air until ignition occurs about five meters from the launcher. Effective against personnel or structures (Damage 5d6, 3m diam.), the Racate can also be used in an indirect artillery support role. If looks are secondary to firepower, then this is the personal weapon for you. The Wrist Racate must be worn over a cyberarm or battleglove; it is too heavy and awkward for a normal arm.

Techtronica Black-Zap Glove
90eb.

EX 0 P C Stun 6 1 ST

An electrified mesh glove with effects equal to a taser, powered by an armband battery pack. The Black-Zap can be use with either a grab a punch attack.





Darra-Polytechnic M-9 Assault Rifle 300eb.

RIF 0 N P 4D6+2(5.5mm) 40 25 ST

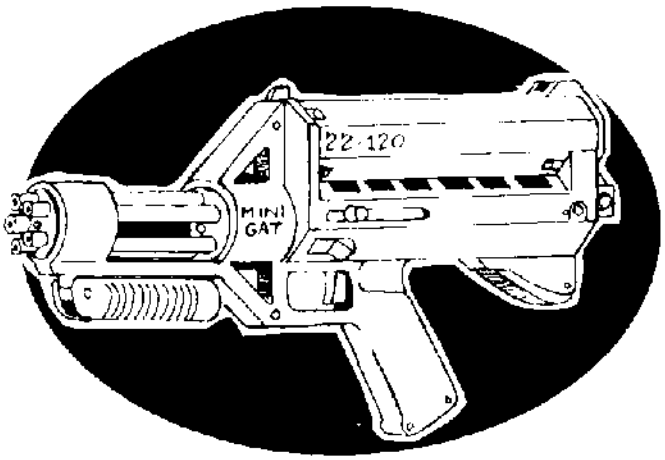
The first assault rifle using a caseless cartridge built entirely in the Hindu-Chinese Confederation. Designed to use the 5.5mm caseless (Chinese), this weapon's lineage is clearly Kalashnikov. Ballistic qualities are similar to the early Soviet 5.45mm used in the AK-74 assault rifle. Two things are readily apparent when you first pick up this weapon. The first is the lack of interfacing for the shooter. This weapon is designed for military forces in the Third World who don't fit their soldiers with chips and plugs. Second is the old-fashioned configuration in an age where bullpups are the style. Side-folding stock and a 1.2x optical sight are standard options on the weapon. Because of the large numbers of these guns exported out of the Hong Kong trade zone, and their very low cost; the M-9 has become a common sight in the Third World and on the streets.

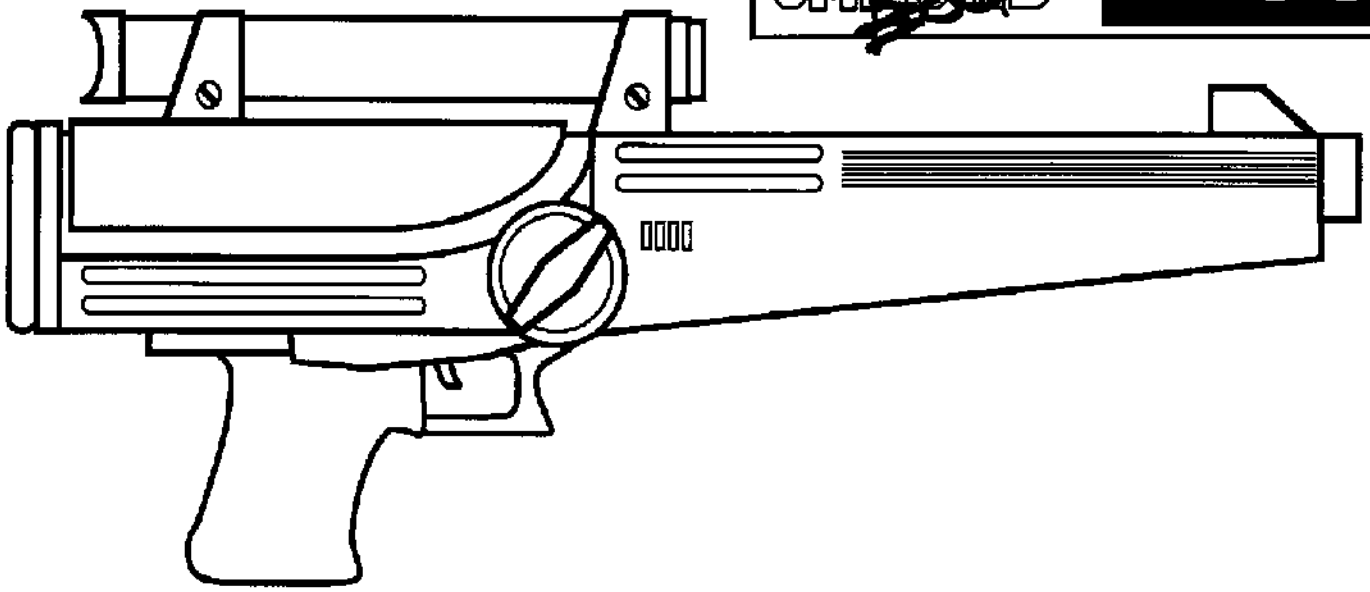
Note: this gun normally uses special hollow-nosed ammo (armor SP is x2; any damage that penetrates is x1.5), standard ball ammo would do 4D6 damage.

Militech Mini-Gat Machine Carbine 695eb.

SMG 0 L P 1D6 (.22 caseless/5mm) 120 40 ST

The .22cal caseless (5mm) has never been taken seriously as a defensive round until now. The Mini-Gat is a 5mm five barrel gatling gun capable of emptying its helical magazine in under five seconds flat! Don't be satisfied with some machine pistol's dink thirty round clip when a Mini-Gat carries one-hundred and twenty rounds! It's electronically fired, operating from a rechargeable battery in the magazine. Famous bounty hunter/solo Crista Margaret, when asked about the Mini-Gat's firepower states, "I call it my garden hose— it makes planting all too easy."

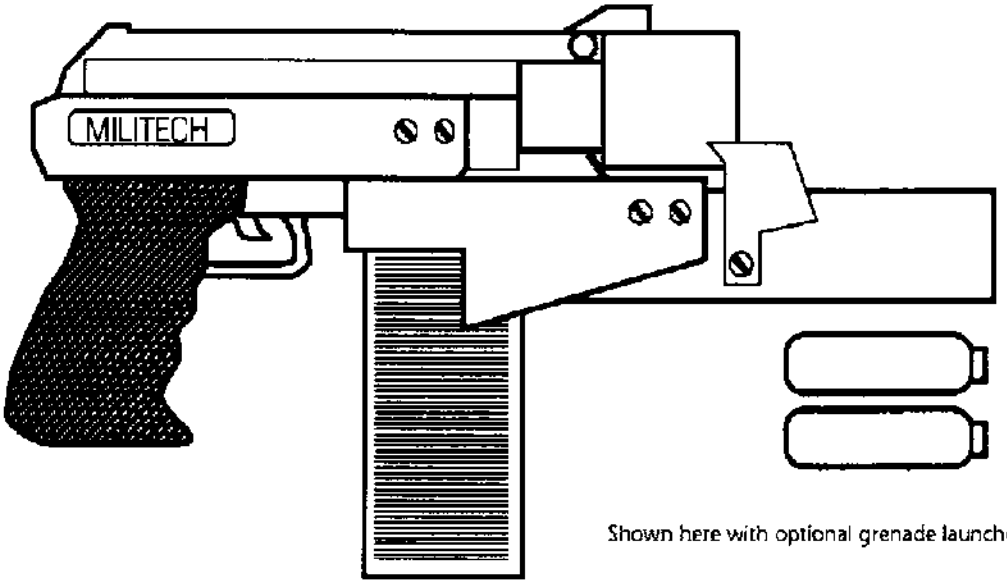




Heckler & Koch G-6 Advanced Squad Automatic 2050eb.

LMG 1 N P 5D6(6mm) 100 30 VR

In 2018, H&K decided to build a squad heavy weapon based upon the G-11/12 rotating bolt system. By scaling up the basic G-11 rifle by 50%, the desired weapon completed initial testing and was designated the G-6 squad automatic weapon. The caseless 6mm round is accurate out to 900 meters and the 100 grain bullet has a steel core to defeat body armor (SP halved). A gunner normally carries eight 100-round magazines. This light machinegun has full interface for the chipped soldier, and an integral 2x scope with cyberoptic triangulation and passive IR capability.

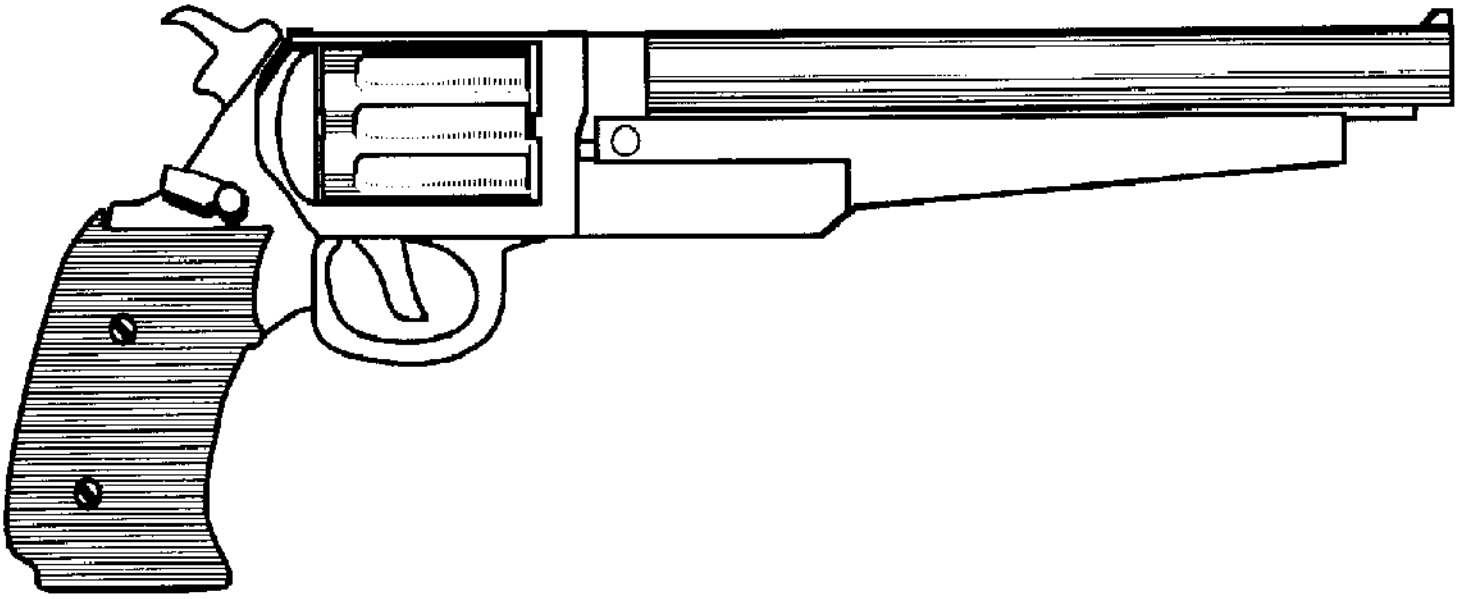


Shown here with optional grenade launcher (see pg. 46)

Militech-10 Submachine Gun 455eb.

SMG 1 J E 2D6+3(10mm),
or 2D6+2 (.45 ACP) 30 20 ST

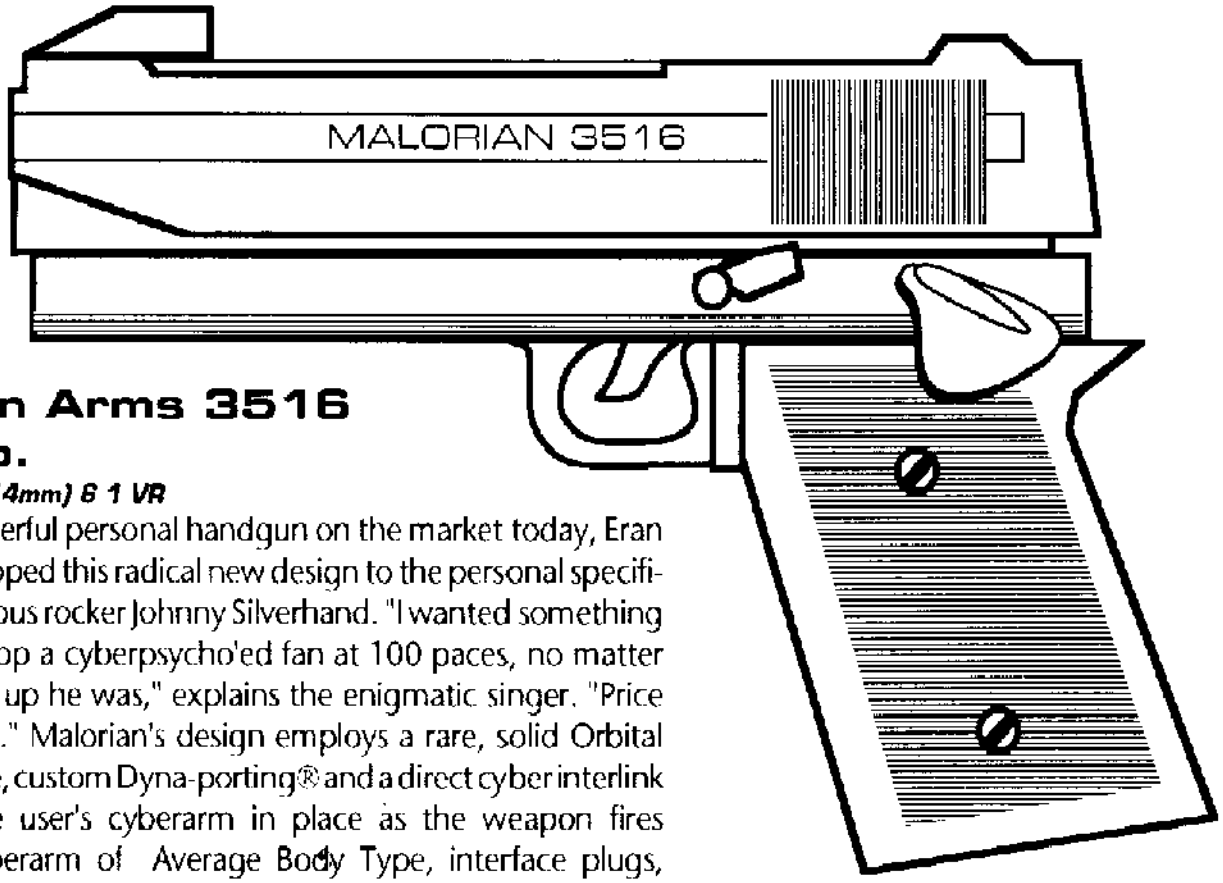
Want value for your Eurobuck? Look no further than your nearest Militech dealer. The Militech Ten uses composite plastics and the most modern computer machining techniques to create a submachine gun that is light, accurate, and a pleasure to shoot. Available in two calibers: 10mm PlasticCase and the venerable .45 ACP. Factory accessories include sound suppressor, scope mounts, grenade launcher and interchangeable caliber kits allowing a wide choice of firepower. And Militech doesn't forget the fashion conscious with a choice of eight designer colors (red, blue, green, black, silver, cammo, gold, grey).



Federated Arms 454 DA "Super Chief" 375eb.

P 0 J P 4D6+3(.454 Casull) 5 1 VR

Originally conceived with handgun hunters in mind, the Super Chief is a double action revolver finished in stainless steel and chambered for the .454 Casull, a cutdown big-game cartridge specifically designed for large animals. A big success with people who like the challenge of handgun hunting, this weapon has also proven itself as a real manstopper when the situation warrants. It's also a very popular Nomad weapon.



Malorian Arms 3516 4525eb.

P -1 J R 6D6 (14mm) 6 1 VR

The most powerful personal handgun on the market today, Eran Malour developed this radical new design to the personal specifications of famous rocker Johnny Silverhand. "I wanted something that would drop a cyberpsycho'ed fan at 100 paces, no matter how metalled up he was," explains the enigmatic singer. "Price was no object." Malorian's design employs a rare, solid Orbital titanium frame, custom Dyna-porting® and a direct cyber interlink that locks the user's cyberarm in place as the weapon fires (required: cyberarm of Average Body Type, interface plugs, smartgun link). By special order only.

APEX Mobile Point Defense System 10,000eb.

LMG X N P 2D6+4(9mm CL) 400 40 ST

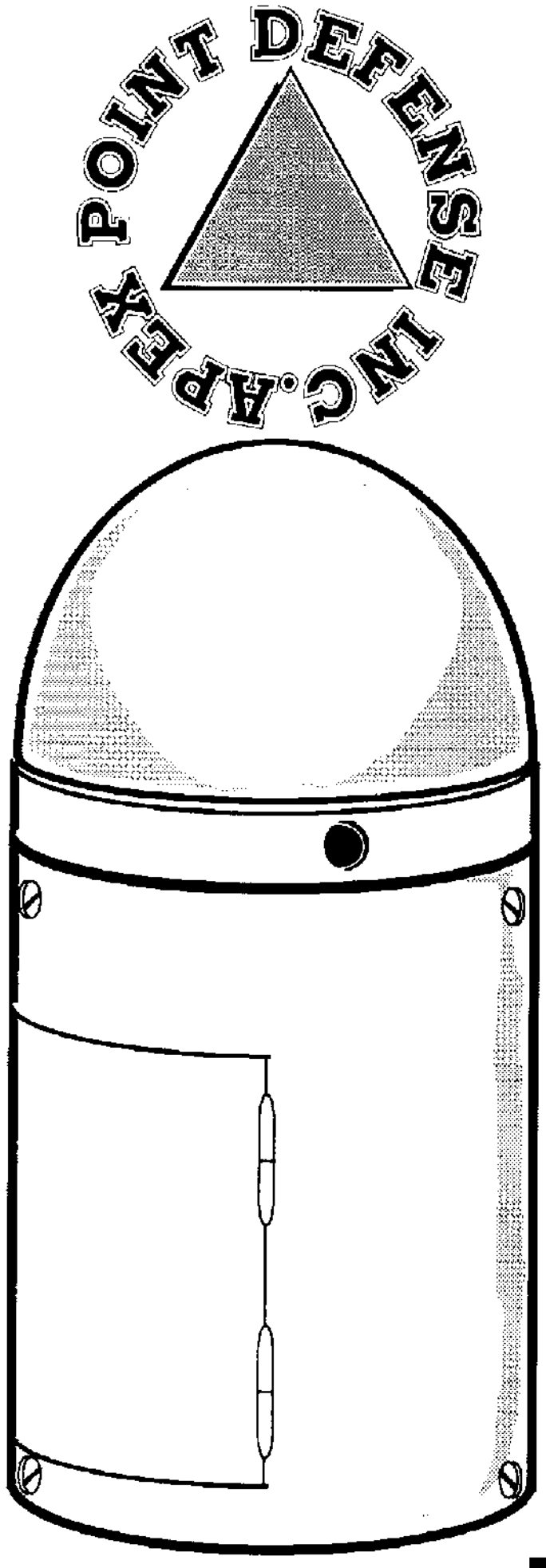
Got a perimeter to defend? An airfield to protect? Just want to get some sleep at night without worrying about streetgangs trashing your house? You want APEX. Based on the Phalanx automated weapons systems of the U.S.Navy, the APEX Point Defense System is a movable light machinegun, capable of defending a secure area by itself, or under the direction of a remote operator. Most Corporate aerodyne pads and rooftops are defended by larger and more expensive versions of the APEX, however, this little beauty puts maximum point defense control in the hands of even the smallest business or homeowner. And it only weighs twenty kg., allowing it to be carried to new locations easily!

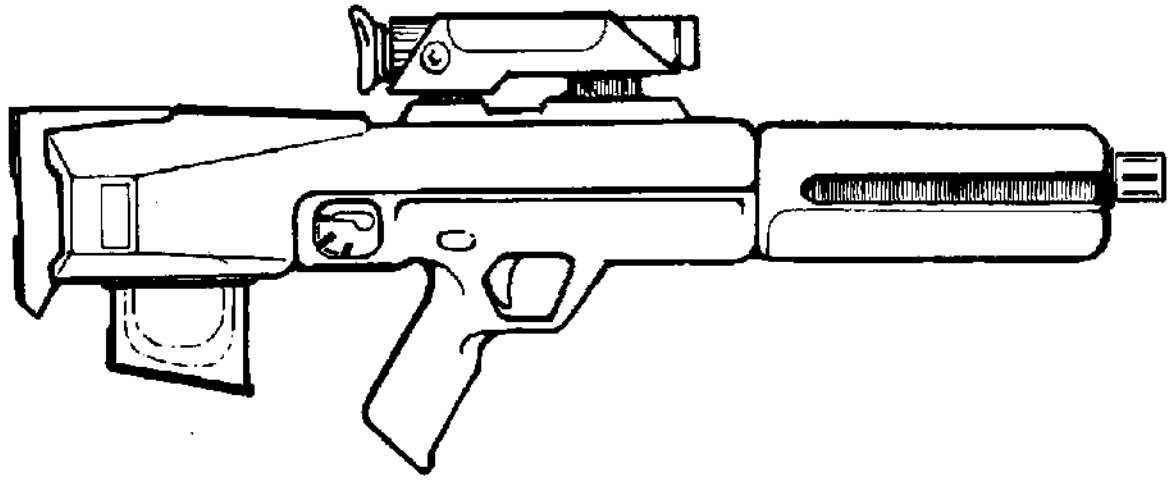
The upper part of the APEX dome houses four computer-controlled motion sensors with an effective range of 200 meters. When a target moves across the sensor's 360° field of fire, the central mini-gun tracks the target, adjusts for movement, and fires. Sensors can be set for a specific target size, from that of a small rodent, up to a large vehicle. A hand held controller allows the operator to activate the APEX from as far away as a 1000 meters; the controller can also be used to activate individual APEX units by location (each one is assigned a number and frequency), or to deactivate specific units allowing the operator to enter at will.

The APEX unit is self powered, with a battery life of 50 hours (this may be extended by linking a solar panel to the unit). The internal drum magazine holds 400 rounds of 9mm Caseless Long ammunition (the same as used in the innovative Militech High Power-15 SAW [Solo of Fortune, pg, 50]). An automatic shut off will disable the weapon in the event of a jam, signalling the operator through the remote control. The APEX has a SDP of 20, and an SP rating of 5.

Range	+150	75	35	15
% To Hit	10	20	30	40

To determine hits, roll percentage for each target in range, then roll 1D10 for number of hits on each. Add 10% to hit percentage if target is moving at half speed or less.



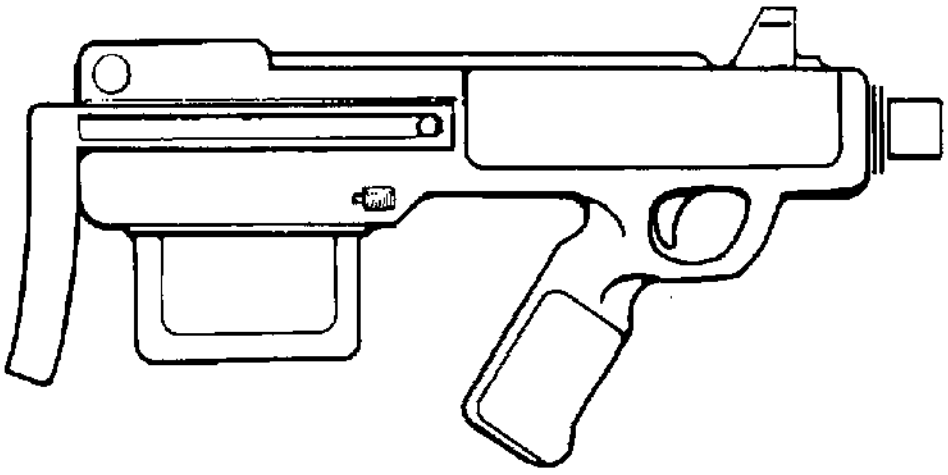


Federated Arms Light Assault 15
400eb./700eb. if "smart" rigged

RIF 0* N C 5D6(7mm caseless) 30 3/25 VR

Federated's bid for the plastic-frame, bullpup configured, caseless market pioneered by H&K's G-11/12 and Sternmeyer's M-95A. As with all Federated products, this is a durable light rifle, with good accuracy and a low price. The LA-15 comes already rigged with smartgun interface plugs; the built-in optical sight is a welcome backup when the weapon is used by non-chipped troops. With it's durability, adaptable sighting systems, and inexpensive price tag, you can expect the LA-15 to give Darra Polytechnic's M-9 (pg. 50) a run for the money in the Third World arena.

*Weapon is optimized for 3-rnd. burst; Acc. is 1 when firing in that mode.



Stein & Wasserman Model F "Cyborg Assault" Weapon System
1650eb.

RIF 0 L P 13mm Mixed 8 1 VR

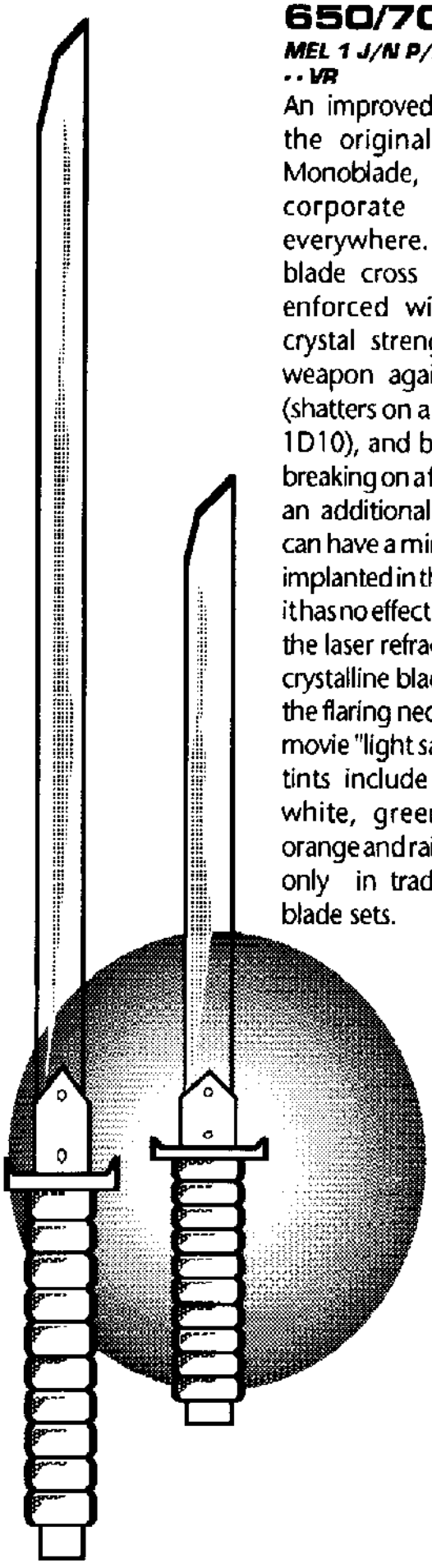
The hot weapon for psycho-squads everywhere; the Cyborg Assault is the Rolls-Royce of close-in shoulder arms designed to stop the heavily enhanced. This bullpup rifle fires a wide selection of rounds (see below) and is muzzle-adapted for DCR rifle grenades (pg. 47) as well! The unique eight-shot box magazine with rotary feed can be loaded with all ammo types at once, and the selector switch allows the shooter to pick the load type by its number position in the magazine! A must-have for any C-SWAT team!

The low-pressure rounds have a 100m range, and the following assortment of ammo is available: **HEP** (high-expl. cratering) 4D6+2 Damage is 1/2 real, 1/2 stun-only; armor has no effect, and is damaged 2 lvls. **API** (AP Incindiary) 4D6+3 Armor SP is 1/2; 1st rnd. after hit target takes 1D6 extra, 2nd rnd. after, 1/2D6 extra. Armor does not stop this extra damage! **Acid Shell** (glass-lined container) damage and effects equal to Nelspot "Wombat"('Punk 2020, pg. 97), except duration is 4 combat rnds.

Kendachi Mono-Two 650/700eb.

MEL 1 J/N P/R 2D6/4D6 -- VR

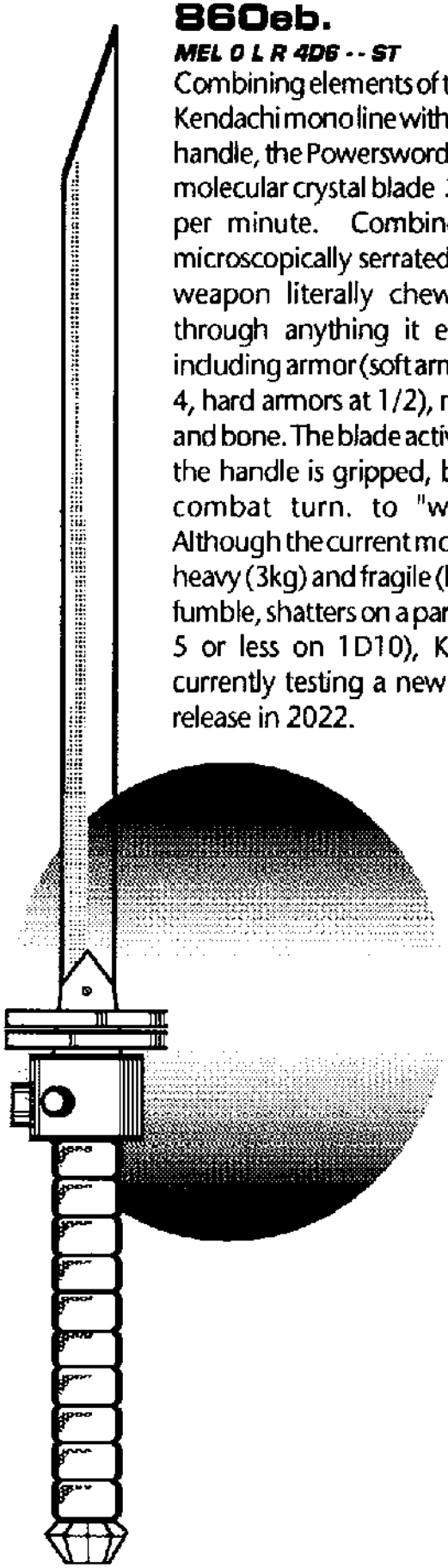
An improved version of the original Kendachi Monoblade, favored by corporate samurai everywhere. A thicker blade cross section re-enforced with Orbital crystal strengthens the weapon against parries (shatters on a 2 or less on 1D10), and bad cuts (no breaking on a fumble). For an additional 50eb, you can have a miniscule laser implanted in the hilt; while it has no effect on combat, the laser refracts with the crystalline blade, giving it the flaring neon glow of a movie "light saber". Blade tints include red, blue, white, green , violet, orange and rainbow. Sold only in traditional two blade sets.



Kendachi M-33 Powersword 860eb.

MEL 0 L R 4D6 -- ST

Combining elements of the popular Kendachi mono line with a powered handle, the Powersword vibrates its molecular crystal blade 2000 times per minute. Combined with a microscopically serrated edge, this weapon literally chews its way through anything it encounters, including armor (soft armor SP at 1/4, hard armors at 1/2), metal, flesh and bone. The blade activates when the handle is gripped, but takes 1 combat turn. to "warm up." Although the current model is quite heavy (3kg) and fragile (breaks on a fumble, shatters on a parry check of 5 or less on 1D10), Kendachi is currently testing a new model for release in 2022.



Fashion 2020

Style Substance Elegance

"Frack! It doesn't matter what it looks like. What's the SP?"

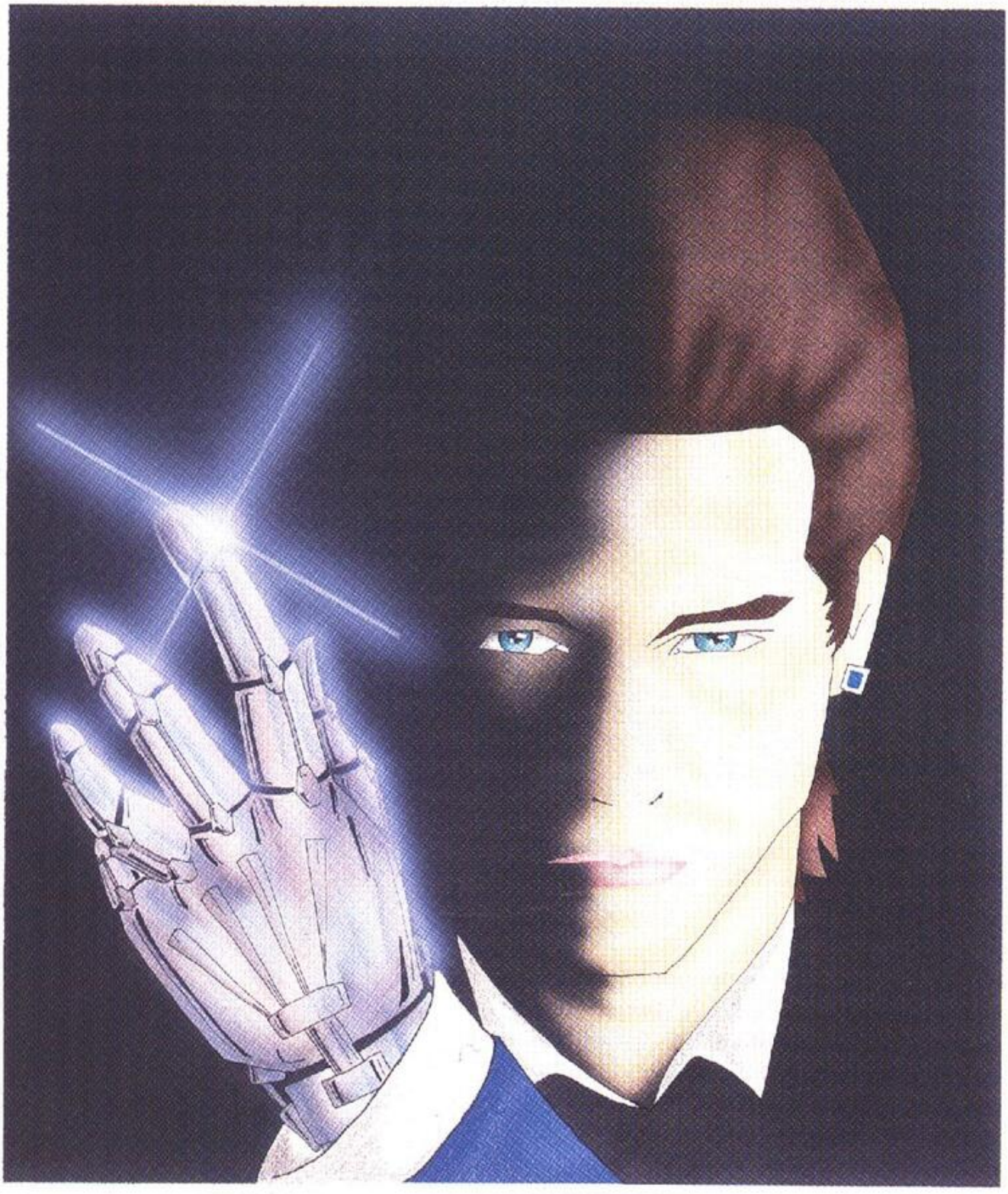
—Ripperjack

"There's nothing as unforgivable as leaving a bad looking corpse..."

—Dr. Halman Thompson, DMS News

"Style not matter? Hey, the difference between a 20eb. handmedown and a 2000eb. Eji original is worth a clean million on the Street. When you look like you're the Man, people treat you like the Man. And that means respect."

—Phil "Nacho"Hernandez, Fixer



Psiberstuff

Slaves to Fashion: *Cryochilled* is a term used to describe the growing faction of individuals who believe that cyber-replacement of functioning appendages is the ultimate in self-expression. Today's cybernetics are as much a child of the designer's stylus as they are of the engineer's tools. Psiberstuff leads the pack with innovative looks and technology. Form and function no longer remain mutually exclusive. Pictured: Orbital Crystal Cyberarm for 7,000eb (SDP=60). Also available: Nu-Tek holographic "Wearman" option for the above (see pg. 58 for details).

Nu-Tek

Nu visions:

It's not enough to watch vids anymore. Make the scene—and be seen. The Wearman series from Nu-Tek is making its mark on our streets. On jackets (300eb.), skirts (200eb.), and many other types of clothing, video has never been more popular. Everybody's got their 10 minutes in the limelight, and now, everybody can watch themselves while they bask.

I love my Nu-Tek video jacket! I can pick up all my favorite videos, no matter what comsat they're beamed from! And the built-in chip reader lets me play my own recorded videos, or just replay the same image over and over!

—A Mallplex Juvieganger

Uniware

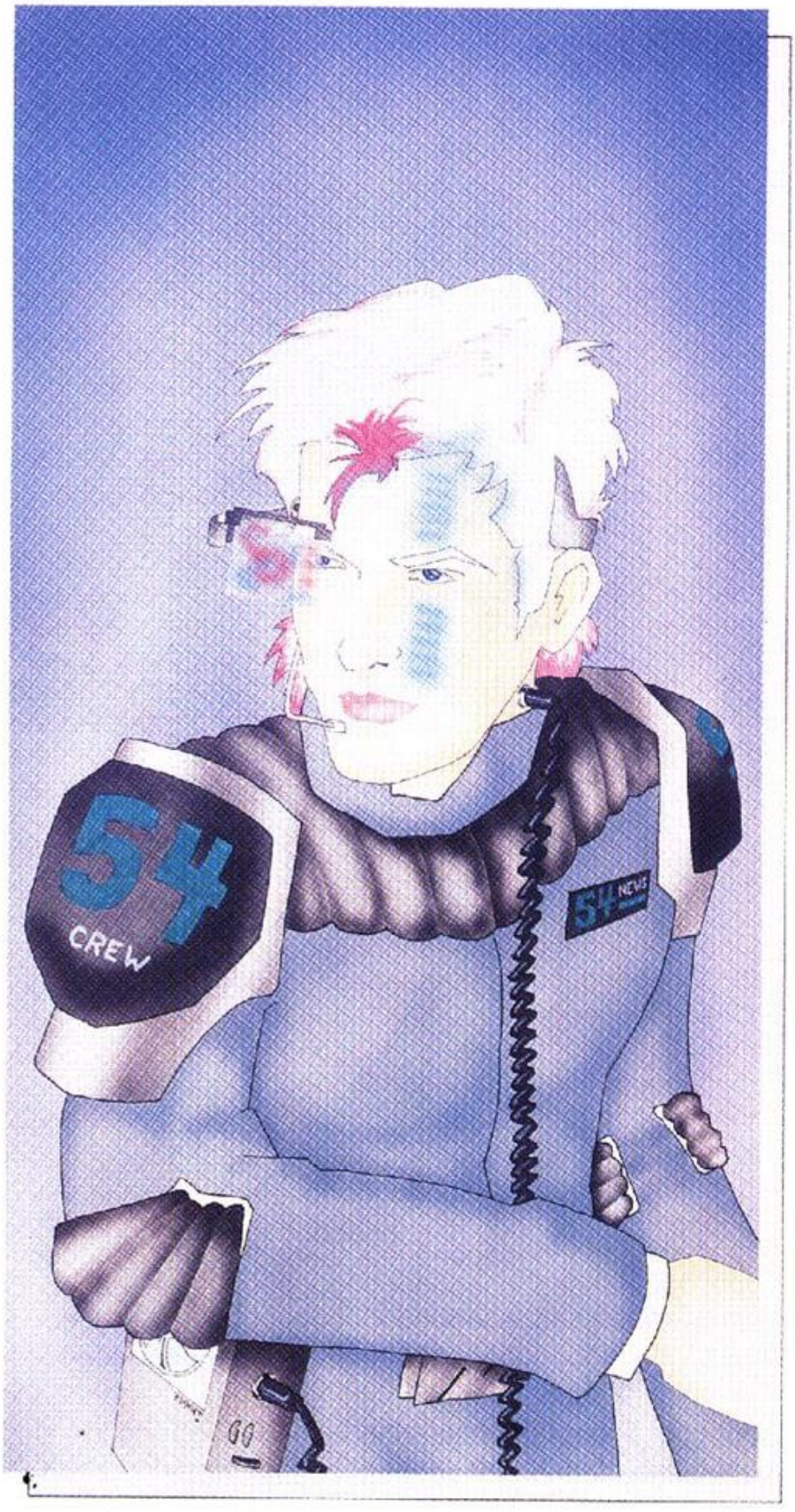
The Corporate look:

If you've noticed that things are looking better in the world today, it's not the governments of the world you have to thank. Many of the more public-oriented companies have started switching their uniforms over to ones designed by Uniware. Durable, functional and stylish, image-conscious corps no longer have to worry about having their great-looking staff wearing any old rag while on the job.

Uniware's given our Corp a whole new look: professional, competent and forward looking. From the new tunics for our Security people, down to the one piece minidress combo for our Secretarial Pool, everything Uniware makes is perfectly coordinated. And Company Logos are even included!

—Shelly Yeats
Personnel Mgr., NET 54

Item	Price
Vest	25eb
Pants	35eb
Boots	30eb
Skirt	35eb
Blouse/shirt	20eb
Dress	50eb
Torso Armor (SP 10, torso)	60eb
Legpads (SP 10, legs)	60eb
Ultility Belt	15eb
Jumpsuit	75eb
Armorjacket (SP 14)	200eb
Armor Trenchcoat (SP 18)	300eb



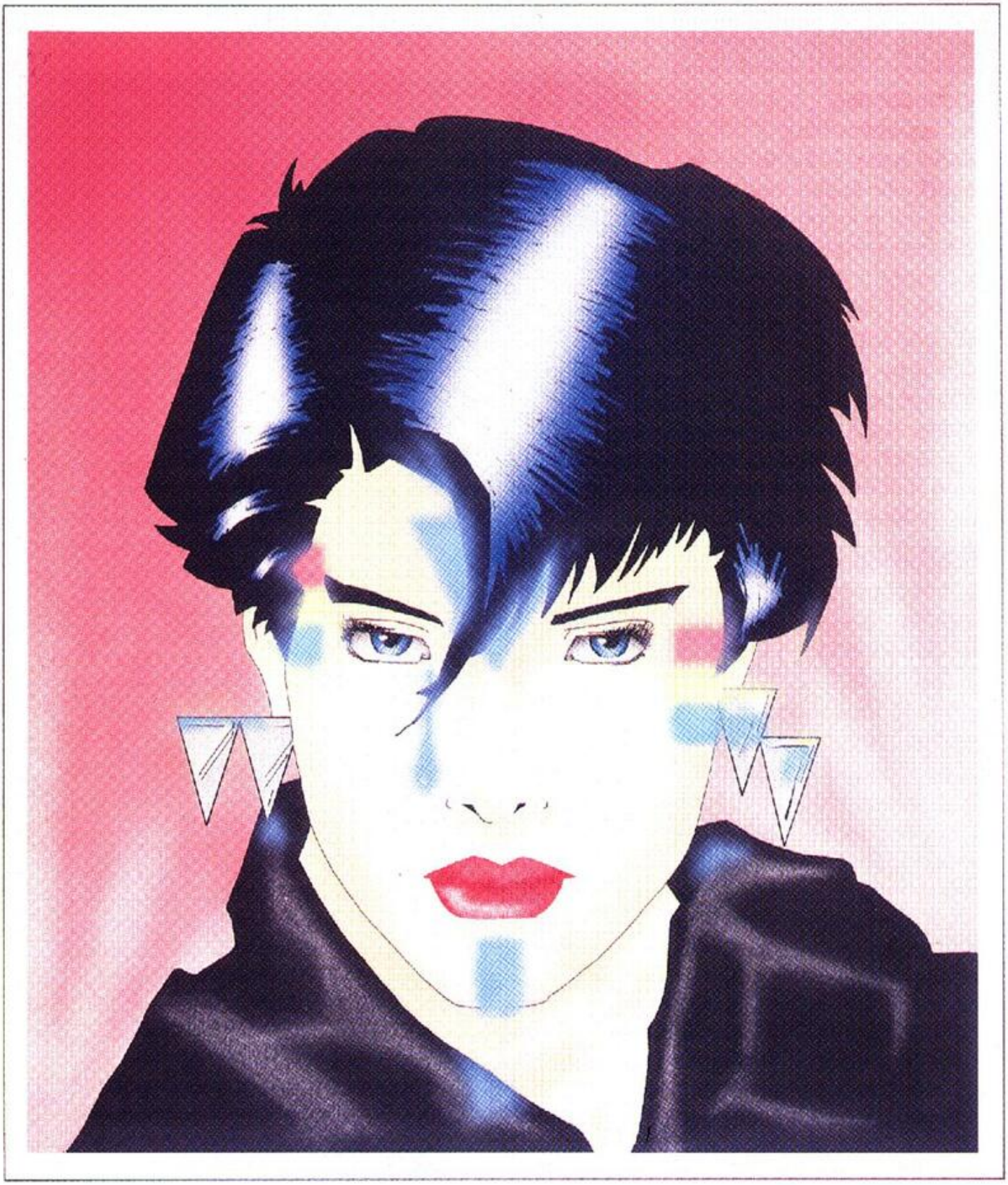


Image Fashionware

Artful style: With hi-tech art, your body becomes the canvas. Above, Vidstar Chantel makes the point with her trademark teardrop from Image Fashionware's *Bodyline* tatoo collection. In the past, cosmetic surgery could make anyone blandly perfect. Now, with *Bodyline*, you can be—uniquely perfect. Available: Trademarks & Logos (100eb), Stars & Shapes (50eb), Heat Sensitive Color Changers (120eb).

ICON America

Classic appeal:

Some things never change. When some things look this good — they never should. Leather has always looked HOT!! This jacket (300eb.), and skirt (100eb.) from ICON America are no exception.

I love what leather does for me. Smooth, sleek, in animal patterns and colors. Ostrich, snakeskin, tegu lizardskin; no matter where it comes from, it always looks good. And with the new tank-grown skins Biotechnica's coming out with, who knows what kind of leather they'll make next!

—Sherri Glass
WEN Braindance Star

Item	Price
Bomber Jacket	300eb
Tunic	220eb
Pants	250eb
Miniskirt	100eb
Long skirt	200eb
Gun Belt	60eb
"Gunfighter" Hat	100eb
Long Duster	500eb
Boots	150eb
Halfboots	100eb

It's true; you don't have to look good to be a street solo. But dressing down has its limits. You're not going to get the big jobs: extracting major corporates, guarding big-name vidstars, or covering media security on the important parties. For that kind of work, you have to look the part. The eurosolos I know have always been partial to Gibson when they're on the job; it's tough, durable, and has a lot of flair. For a young solo on the way up, you can't do much better; it's the enforcer's equivalent of the 500eb grey flannel suit.

—Morgan Blackhand
The Enforcer's Handbook

Gibson Battlegear

Street lethal 2020:

Substance AND style. You've got to look good doing what you do; a professional but casual image. On one hand, protection is fine, as long as you don't let them think you're scared. On the other hand, style counts for nada if you're dead. Gibson Battlegear firmly addresses the issue by mixing armored acid-washed jeans (30eb, SP 16), a cotton T-shirt (10eb, SP 10), and a reinforced denim jacket (150eb,SP 14) with pieces of Metalgear-style hard armor (SP 25, prices var.) where it's needed most.

Takanaka *Exec* Line

Power in simplicity:

In our world of 2020, we sometimes forget— less is more. Understated power screams in every fiber of Takanaka's new *Exec* line. No gimicks, no fancy syntha-cloth, nothing extraneous. There's no need for any of it. Anyone who can see knows that it's the person in these clothes that counts.

Tanaka's Exec Line gives me what I demand from a fine clothier. Real-silk shirts; cotton lightweights for summer. The suits are actually Italian wool, not synthetic, and cut with authority and attention to detail.

—Ulf Grünwalder
EBM Board Member

In Nihon, we make some of the best vehicles, computers and cyberware in the world. But the epitomé of the samurai spirit is embodied in the work of Takanaka's Executive clothing. Spare and exact, it shows us that the true master of business must not only follow the Way of the Sword, but also the Way of Art.

—Seki Arasaka
Arasaka Advertising Division Head

Item	Price
Jacket	800eb
Vest	500eb
Pants	700eb
Top Coat	1000eb
Full Armored Topcoat (SP 16)	2000eb
Matching Briefcase	600eb
Monogram Shirt	200eb
Tie	100eb
Cravat	100
Scarf	75eb
Cologne	150eb
Sword case	300eb
Cape	900eb
Opera Cloak (Armored SP 16)	1200eb

T A N A K A
EXEC
THERE IS NOTHING FINER

This summer's collection from Eji of Japan is the highlight of the season. Loose tunics with soft collars, daring armor-capes with the trademarked light panels Eji used in his Night City and Cyberpunk collections; it's all there for the Edgerunner on the go. And the best part— it's an affordable fashion option even for the kids in the Mallplexes.

—Action in Fashion Magazine, May 2020

Eji of Japan

Hi-tech flair:

If you dress like a Suit, no deck, (not even a Matrix-8) will make people think you're anything but a loser with an expensive toy. The look is it, and Eji of Japan seems to capture IT in their look. Designer jeans (50eb.), and a lamb's wool sweater (60eb.), topped off with the armored cloak with light panels (SP 14, 500eb.). It's a picture of confidence and taste.

EXECUTIVE SERVICES

"When was the last time you saw Saburo Arasaka doing his own laundry?"

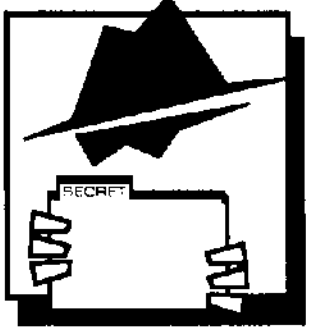
—Spider Murphy

"Yeah, yeah, I hear the Solos down in Security talking all the time about the 'Edge'. They think you strap on a few cyberbits and you're set, neh? Up here in Management, we don't need metal. We need the people edge... Investigators unconnected with the Company for black ops work. Someone to sweep your conapt for hidden bugs. A tough courier service to get something cross-town so you don't have to dodge the Zone. Maybe even a little 'companionship' for a valued client...That's the real Edge."

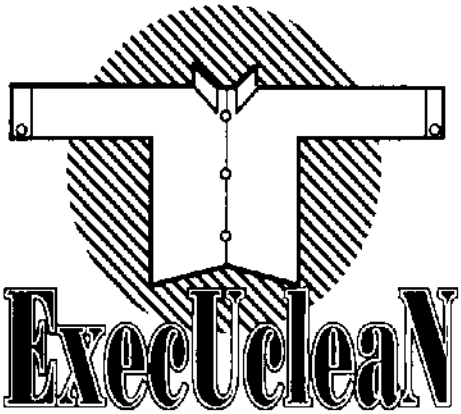
—Dave Whindam
Biotechnica

Baskin

Habit
The Personal Service



Undercover Inc.
"Always Discrete"



ExecUcleaN

Bodycure
"For A Lovelier You."

Williams Management
Apartment Services

Williams Management Inc. is the largest executive conapt management service in the world today. With offices in every major city, Williams will procure a conapt for today's business executive who is interested in relocating to another city, country, orbital, or just across town.

Williams Management incorporates its fee within the purchase or rental price of any unit under their contract. These fees (ten percent of purchase price or fifteen percent per monthly rental charge) are actually on the low side considering Williams Management has strict guidelines on all properties they manage and sell. Since Williams Inc. only works with their own properties, the aforementioned fee is already calculated into the price so that potential buyers/renters needn't worry about additional costs.

Complex Services Contract: The Complex Services Contract, or CSC, is a standard option available to those living in the larger, 500+ unit conapt buildings now dominating the City scene. For a basic fee (usually between 500 and 2000 euro per month), Williams Management will take care of those little details (maid service, pet care, video-cable feeds, food services, etc.) which are a bothersome part of a modern lifestyle.

Game Notes: Williams Management is one of the best ways to create a landlord service for Corps and other upscale players. Apartments are about 2-3000 eb. per month. If you wish, use the Corporate Flat on pg. 83 as a model for a standard conapt managed by Williams Apartment Services. Most of the following services in this section, with the exception of Party Time Inc., SyCust, and the International Companion Network, can be offered through a Williams CSC.

United Express
Worldwide Delivery & Courier Services

Whether it's not having to take the time to pick up groceries at the local market, or not being forced to personally hand over a contract to that unpleasant customer who insists that electronic devices are the curse of modern business; one of the most valuable services for the modern executive is a good courier. Of the thirty-seven multinational delivery companies, only United Express is large enough to have offices in all major cities and Orbitals, *and* carry an insurance policy which will cover any costs incurred through late delivery or damage to objects or documents being transported.

United Express has a set rate for common business items, such as contracts, models and prototypes. Said prices range from 25 to 650 eurodollars, depending on the speed, secrecy, special conditions and distance which you wish the package to be delivered. If the service involves a purchase, the delivery bill is usually 10 percent of the purchase price, with a 25 euro minimum charge to the recipient (remember, most delivery services give a thirty percent commission to their couriers in lieu of salary, so tipping a courier is unnecessary).

Whether you're having dinner for two—or two hundred, there is only one catering service to consider: Continental. While many other services offer a variety of food in a wide range of prices, only Continental has no surcharges for items which need to be imported. When you contract us, the only charge is a scaled fee with regard to the number of guests; we absorb any additional costs which may be incurred in the process of creating, serving, or the cleaning up of your meal.

Continental charges 200eb per dinner guest, up to 15. If there are more than 15 guests, the per-guest charge is reduced to 150 eurodollars. Included in this price is food preparation, dining set-up, service and clean-up. Continental has branches in most major cities, with some of the larger conapts employing a smaller scale operation exclusively for its residents. It is recommended that you make reservations with Continental at least one week in advance, though emergency service can often be provided on one day's notice.

Do you want to go out, but don't have a clue of what to do? Let us make the decision for you. At Party Time Inc., we arrange for your evening's entertainment with a twist. The special part about this service lies in the mystery of where you're going and what you're going to do. And if you don't enjoy yourself, we guarantee a full refund.

Party Time Inc. is an entertainment service which charges a fee of 500 eurodollars per evening, or a flat monthly fee of 3000 eurodollars, plus an evening fee of 50eb. People subscribing to this service are given a comprehensive psychosocial evaluation to better understand their personalities so that Party Time may plan an evening's entertainment to their satisfaction. Interested subscribers who do not wish to undergo this evaluation forfeit the money back guarantee.

Game Notes: Think of this as a built-in adventure generator. No matter what else they're doing, Party Time guarantees that once a month your players be doing something interesting! Including maybe working for Party Time!

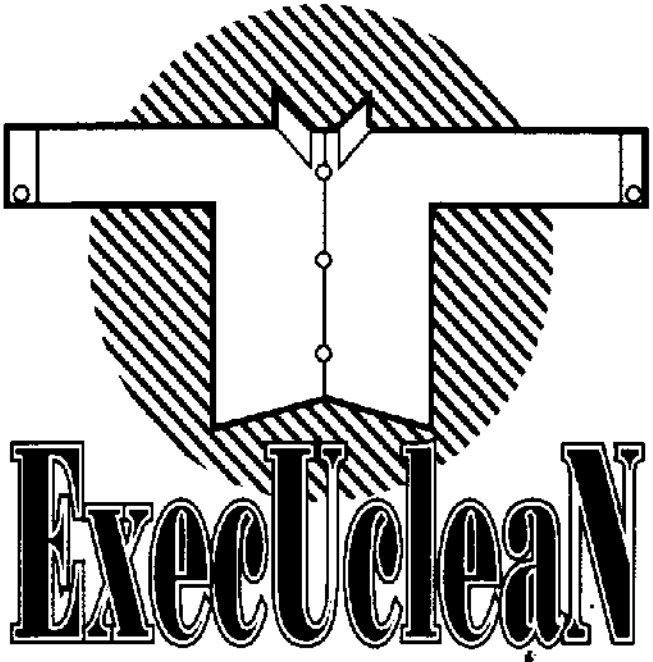
CLEAN SWEEP

Tired of that nagging suspicion that someone doesn't trust you? Afraid that you're giving away corporate secrets while you sleep? Now you can do something about it! Clean Sweep Enterprises offers the finest in data and electronic protection services. After we clean your conapt of any unwanted surveillance devices, we will come back on a monthly basis to recheck our work for one year, all for one low fee.

Clean Sweep Enterprises charges a yearly fee of 7000 eurodollars to keep your conapt clean of unauthorized surveillance devices. This cost includes an initial visit, eleven additional visits to do a routine sweep, and the rental fee of a Databox™. Should you wish to discover the identity of the person/organization who is trying to keep tabs on you, you will receive a referral to Baskin Undercover Inc., a private detective service under the same corporate ownership as Clean Sweep.

Just out— the Databox™: The Databox is an anti-surveillance device marketed by Gateway Securities, the parent corporation of Clean Sweep and Baskin Undercover. Containing its own five year power source, the Databox™ is a self supporting, EMP-shielded computer which monitors all frequencies of radio, microwave, laser, x-ray and ultraviolet radiation for unusual broadcasts. After its initial programming, only the owner can change, or add frequencies which the Databox™ will ignore. After all, what good is a device which warns you that you've successfully cooked a meal?

Game Notes: Clean Sweep's chance of finding bugs is based on the person installing the bug: Amateur (90%), Pro (60%), Master (30%).



Game Notes: ExecUcleaN can also repair damaged armor clothing at a rate of 20% of the initial purchase price of the garment, restoring it to full SP.

Although laundromats still exist in the world of 2020, no executive would be caught dead sitting around in a pair of old jeans, fishing for quarters when the machine buzzer sounds. In today's world the new concept in drycleaning is ExecUcleaN Inc. With ExecUcleaN, there is no need to go hunting around the city for a laundering service; we have drycleaning offices in most large corporate plazas and conapts, and guarantee clean clothing within one hour, or you receive a thirty percent discount.

ExecUcleaN costs range from 15 eurodollars for a shirt and tie, 25 for a set of pants, 40 for a jacket, and an entire suit will cost about 100 euros to have it cleaned and pressed. There is a nominal 15 eurodollar charge for pick up and delivery should you wish us to retrieve your laundry for you.

Baskin Undercover Inc.

"Always Discrete"

Whether it's a simple information search or a complex counterespionage action, there is only one place you can go for guaranteed confidentiality. At Baskin Undercover Inc., we get your job done quickly and efficiently without sacrificing quality.

Baskin Undercover Inc. charges 200 eurodollars an hour plus expenses for basic investigative services including research, shadowing, phone/computer traces, confidential interviews and discrete, trial-admissible recording of meetings. Extra charges include an additional 100 eurodollar per hour charge if an operative is involved in a dangerous situation, an extra hourly fee of 150 eurodollars per extra operative needed and a flat charge of 5000eb if the subject being investigated is a target for extraction.

Baskin Undercover is a legal, private investigative service with a license to operate on six continents and the Orbital colonies. Advisory: If it is discovered that the duties to be performed by our service are not of a legal nature, we will terminate our contract immediately and pass on all information to the proper authorities.

Game Notes: Baskin is a good way for players to pursue an investigation while they're busy elsewhere. While it's up to the Referee to determine just how much Baskin finds out for the players, here are some guidelines: Basic Information (75%). In Depth Information (50%). Secret Information (20%).

By the time you get home from work you usually don't have the energy, or it's much too late to safely take your miniature pit bull for a walk in the park. That's when you call Pet Minders. Just like a regular babysitting service, PetMinders' sole concern is caring for the pet you keep for comfort or status. Whether it's this year's "in" pet, the African Wolf Spider (or any other exotic animal you may keep) your pet will pose no problem for our staff of well-trained, highly educated professional zoologists.

PetMinders charges a basic monthly fee between 50 and 5000 eurodollars, depending on the complexity of the care your animal requires and the amount of time you wish us to spend with your pet. This service includes at least 2 extended visits a week by our in-home caregivers, daily feeding (we pay for the food) and the weekly cleaning of your pet's waste facilities.

Game Notes: Besides providing pet care, PetMinders also locates rare and exotic pets for it's more exclusive clients. Whether these are stolen or just black market is unclear (and no one asks). Prices are anywhere from 1,000eb to a million, based on rarity (and Ref decision). PetMinders also does a booming underground business in endangered animal products and exotic animal meats.

Not as cute as you thought, neh?

SHOPPING SERVICE

When you're always on the go, you don't have time for grocery shopping. Allfood cooperatives have the solution to your problem. Simply place your order in the morning, along with the time you wish your food to be delivered and we'll take care of your weekly shopping needs.

Allfood cooperatives charge a nominal delivery fee of 10 eurodollars per delivery, plus an additional 25 eurodollar monthly membership fee. Included in this fee is the Allfood guarantee of the finest quality goods, plus membership discounts on items and services offered by other members of the Holt Coalition, an international conglomerate run by Maxcene Holt, consisting of Allfood Inc., PetMinders, Bodycure™, CompuShop, and Mark 24 convenience stores.

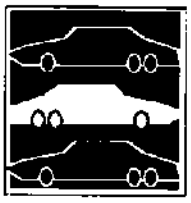
Game Notes: Sure, there are supermarkets in 2020, but who wants to waste game time shopping for food? All Food is a perfect dodge around this problem. It also exposes the players to all kinds of food-related adventure hooks, like poisonings, toxic emergencies, and the chance to discover firsthand if Soylent Green really is made from people.

International Companion Network

When your profession demands high fashion one minute and practical kevlar the next, there is no better personnel service than the International Companion Network. Our skilled professionals have the looks to garner the attention you want at a business party and the brains to make sure you get home after rejecting the competition's offer. When you need to look good while feeling safe, there is only one company to call: ICN.

The International Companion Network loans its personnel by the hour, day, week or month. Charges range from 75 eurodollars an hour, 750 a day, 4000 per week and our monthly charge is 10,000 euro. All of our professionals are trained in both social and protective skills, though we do offer specialists in certain areas of personal defense. If such a specialization is required, reservations must be made at least one week in advance.

Game Notes: Rent-A-Solo. Rent-A-Mistress. Rent-A-Hunk. This provides the players to ability to hire any of the above, or perhaps take part-time jobs as same.



Executive Transportation Service

When you're not cruising around in the corporate limo, what other way is there to travel the city streets in style? At ETS, we offer a low cost, executive transportation alternative. Our employees are courteous and unobtrusive, discretely chauffeuring you to your destination in safety and style.

Executive Transportation Service charges 150eb an hour for the rental of an armored limousine, 500 euro per hour for an AV-4 and 850eb for hourly rental of a V-22B Osprey. The rental charge includes the vehicle and one ETS pilot/chauffeur (optional with proof of rentor licence). A deposit equal to four hours rental is required, unless your credit status is Diamond or higher.

Game Notes: So where does the party get an AV-4 to make that big extraction? Guess.

SyCust
BODYWEAR & CUSTOMIZATION

Tired of the same old glittering chrome peeking out from under your sleeve? Want to make a statement with your new eyes in something other than an unusual color? SyCust offers the finest in cybernetic customization for today's executive. Cybernetic customization possibilities are endless, but listed are some of the more popular options:

Tattooing: ever the popular method of expression, today's cybernetics, including eyes, can have a customized design etched onto the surface with no cost to your humanity. Our costs range from 20 eb for a simple design, up to 5000 eb for a complex design which may require anesthesia due to the length of time it will take to complete the customization. This charge can be reduced by 2000 eb by bringing in the piece of cyberware before it becomes a part of your body.

Unusual colorization: a classic option which involves covering the cybernetic in a two or three molecule layer of our special, non-scratch coating. The cost of this option is 25 eurodollars per cubic inch covered, with the exception of eyes, which cost 50eb per optical unit. Once again a nominal 2000 euro charge is added if surgery is required.

Limblite™: An innovative patented design, limblite™ involves the installation of a neural processor and a transparent plastic sheath which contains a light-sensitive fluid controlled by the processor. With this new option, you can change the color of your cybernetic limb by just thinking about it. The cost is high, 750 eurodollars, plus the 1000 euro charge for the installation of the neural processor. (HC 1d6-1 for the processor, 1-2 for the limblite™) If you already have a neural processor, a controlling chip can be purchased for only 700 eb.

Game Notes: Where do the players go to get the really flashy cyberoptions they dream up? This is the place! For four times the normal cost of the 2020 list cybernetic replacement, SyCust will build or modify the cyberoption as desired (subject to Referee discretion).

Habit
The Personal Service

At Habit, we not only teach you the basics, we refine you into the perfect executive. In addition to basic decorum, our specialists teach you how to act when dealing with all the different people you might come into contact with, including corporate owners.

Since it would be ungainly (as well as unrefined) to sit in a classroom to learn about manners, we assign each student a private tutor who comes to your home twice a week for lessons. Our course lasts six months, but it guarantees results, or we'll continue the lessons until you get it right for no extra charge. Our fee is 5000 eurodollars per course and includes the lessons, several catered parties to practice your new ways with other students, plus follow up sessions should they be needed.

Game Notes: For each 6 month course, add +2 to Social Skill, up to 2 courses

Bodycure
"For A Lovelier You."

Do you want to change the way you look, but don't want to undergo radical facial/bodily reconstruction? Now there is a another option: Bodycure™. At our exclusive salons, trained professionals will change the way you look and feel about yourself in a matter of hours, or your money back.

Bodycure™ is more than a makeover and a haircut, it is a total body rejuvenation process involving massage, hair restoration and shaping, manicure, acupuncture and an environment guaranteed to help you relax. A single bodycure™ takes 3 hours and costs 450 eb, though discounts are given if you purchase coupons for ten visits (4000 eb). Bodycure™ requires that you make appointments at least twenty-four hours in advance.

Game Notes: Each Session increases your Attractiveness by +2 for 1D6 days. You may only have one session at a time.

Pictured: Neural Interface Processor Installed and Closeup

CHIPWEARED

Mindwear For the Future Edge

Security & Operative Chips

If you're holding the line on the Street, you need every edge you can get. Now access the latest in cyberchips and dataware from Digital Dimensions, the leader in paramilitary and police operations chipware since 2010!

M.O. Chips

A must for Cops and Bounty Hunters!

For 3 years, an East Coast police department (in collaboration with Digital Dimensions) has been working on what has been termed the most important development in criminology ever conceived. With the advent of the MRAM chip, criminal psychology experts have (aided by Microtech's AI division), developed several experimental "M.O.chips" of the city's 10 Most Wanted list. These chips plug into any standard chipware-processor socket and function basically as a memory chip. The chip contains a partial personality construct of the criminal, including all data police records have on the criminal's M.O., his contacts and character traits. This enables the investigator to better understand the criminal, and aid in speedier capture or termination. **Black Market Value: 1200eb.**

Game Notes: Recently, some of these chips have unofficially "appeared" on the black market. An M.O. chip will enable the chipped character to ask the referee one yes/no question, per successful INT roll (INT + 1D10 vs 15), about the criminal or his actions. One dangerous thing about M.O. chips is that the character must make a roll against his Empathy (EMP + 1D10 >= 10) when he first uses the chip. If he fails, his personality will shift to that of the criminal's (this is best done by good roleplaying, but if necessary, the character may have to become an NPC). The character will remain in this condition until the chip is removed (which he will not want to happen); if the character receives regular therapy, an EMP roll (EMP + 1D10 >= 12) may be made once per week. If successful, the character regains his personality.

Courier Chips (special CPM chip)

Worried about the safety of electronic data transmission?

Program our special Courier Chip with the data you want delivered and enter a ten character alphanumeric code; the chip will imprint the data (via processor) on a portion of the courier's brain. Then remove and erase the chip. The courier will be unable to remember any of the data until the alphanumeric code is spoken out loud to him. He will then recite the information verbally. While delivering the message, the courier will be in a trance-like state, and will not be able to remember afterwards any part of the data delivered. (Very Difficult to Near Impossible Interrogation skill check will get the information out of the courier, if psychological and chemical methods are used. This will not work if the courier has already delivered the message.) **Cost: 600eb**

Security Chips

Worried about people stealing your personal skill chips, or electronically retrieving erased info from your programmable chips? Use our new security chips. This special line comes in two types. One type, when erased, stays erased, the best hacker can't bring it back. The other type is made of memory silicon that can be melted after being removed from the user's chip slot. (An IMPOSSIBLE Computer tech skill roll will recover material from the first type of chip; information on the second type cannot be recovered.) **Cost: 50eb/Type I + base price of chip, 75eb/Type II + base price**

Digi-Tone ID

This chip, when used with cyberaudio, or interfaced to a recorder or modem, can pick up and recognize a digital tone phone signal, allowing the listener to know what number has just been dialed. The actual number can be displayed via TimesSquare or Skinwatch modification. **Cost: 70eb.**

Special Operative Chip

Be prepared !

—Find yourself being dropped into the sharp end at the last minute? Have no fear, we've got just what you need. Our special operative chips are created to cover a number of hotspots around the world. These special chips provide a basic understanding of the local language and culture. In addition, the chip provides the user with knowledge of the basic geography of the land (including the detailed location of important cities and geological features). Chip provides *Language* +1, *Specific Knowledge*[geography] +1, and your choice of *Wilderness Survival* +1, or *Specific Know.*[police practices] +1, or *Culture* +1, or *Specific Know.*[military organization] +1 for the country in question. **Cost: 900eb.**

Poser Impersonation Chip

Live an idolized life !

Just looking like JFK doesn't mean you know all about him, or how to act like him. Poser chips solve the problems; these chips provide all the information you need to exactly match your role model. Special feedback circuits even allow you to sound much like him. For an extra 200eb , biofeedback circuits will allow you to copy nervous gestures and habits that your role model displayed. Chips for a number of Poser gang favorites are available. (The chip gives the Poser *Specific Knowledge* [subject person] +2, and *Perform* +1). **Cost: 900-1100eb**

Game Notes: The above chip can be designed for a person still living, allowing him to be kidnapped and impersonated by someone that has been 'sculpted to look like him. However, it would take major euro to fund the investigations and surveillance needed to program the chip correctly.

Storage, Entertainment and Information Chips

Even if you're not one of the cyberelite, you can still get some leverage from the technological edge. Interface with these new entries from *DataEdge, Parts N' Programs,* and *SegAtari.*

PhotoMemory RAM Chip

Make the moment last !

A biochip capable of recording base cognitive patterns and emotions, effectively giving the user a selective photographic memory. Playback is not like being there, rather it emulates the process of remembering certain events or facts. (Make an Average INT roll to get a specific memory, the chip adding +2 Every 6hrs. over 24 raises the difficulty lvl. by one.) One RAM chip can hold approximately 24hrs worth of full memory. The chips are very expensive, but re-recordable. **Cost 1600eb., depending on the dealer.**

Memory Compression

More skills in a smaller package.

A new technology using pizo-electric crystals has allowed our researchers to come up with a higher rate of storage compression on skill chips. This has allowed us to place up to **three** skills on one chip, with very little quality loss. (Up to three skills can be placed on one chip, but the skill bonuses cannot exceed a total of +3. For example, the chip could contain three skills at +1 level each. The skills must be all Memory or all Reflex skills; the two types cannot be mixed on one chip. Since the skills are on one chip, they only count as one towards the maximum number of skill chips that can be run at one time.) **Cost is normal price/level for the skills, plus 200-400eb. for Memory Compression.**

Programmable Chipware

Save time and money !

Tired of wasting valuable company time on training new employees? Use our new prog-chips and Chip Programming Module (CPM). Simple job routines and company policies can be programmed into the chip via the CPM's keyboard and drive. (While the CPM/MRAM chips can provide basic knowledge on a specific procedure, they will not provide an actual skill level.) **Cost 50eb./chip, or 400eb./10 chips and 1000eb. for the CPM**

Mind Games®

The newest in recreational cybernetics: SegAtari Mind Games. Play 300 of today's most popular video games in that most unspoiled of environments—your mind. Usable with any standard chipware processor, the SegAtari 99-type Mind Game Chips make your mind the playing field. Try our most popular games: *Cyberninja Mutant Death Race, Hackman 3* and *Brazil Invaders*! As if that isn't enough, you and your friends can interface (via any basic cables between your plugs) and play against each other! Buy it now! **Cost: 40eb. per gamechip**

Business Trip Chip—

Avoid those foriegn faux pas!

As an executive, you may find yourself assigned to a foriegn country that may be as alien to you as outer space. But stay chilled—we've got just what you need. Via Memory Compression, we've built business chips for a number of foreign countries, providing a basic understanding of the language, and information on the native culture and customs. So far we have chips for Japan, most of United Europe and the U.S., and hope to include the Sovs and certain African states as well. (This chip will provide its user with *Language* +1, *Culture* +1, and a choice of *Wardrobe/Style* +1, or *Business Law* +1, as applicable to the inhabitants of the country.) **Cost 800eb.**

Tourism Chip

Act like a Local! Or just look like one!

Visiting a foreign country can sometimes prove very embarrassing, especially if you don't know the language or customs. Thanks to help from expert tour guides, special chips similar to our business models have been created for a number of oft-travelled countries. Customs, law, and points of interest are among the knowledge included. (The chip contains *Language* +1, *Culture* +1, and *General Knowledge* +1 for the country specified.) **Cost 750eb.**

New Skill: Culture. This specific knowledge skill provides the user with basic knowledge concerning the culture of a foreign country and its people. Without this EMP based skill, a character will have a +2 on other EMP skill rolls when dealing with a NPC from another country.

Space Chip

Visiting space ? Don't leave Earth without it.

A busy executive never knows where the Corp will send him, and someday he might be sent out of this world. Utilizing Memory Compression and the latest biofeedback breakthroughs, we have created a chip that will help anyone visiting Near Orbit habitats and provide basic knowledge on how to survive Up There. (The chip provides the following skills: *Space Survival*+2 and *Highrider Culture*+1.) **Cost 900eb.**

Maximum Lover Chip

Sure, you've got a Mister Studd. But it takes more than hardware to really interface right with a lover. Our new chip can tell you what to do (65K *Kama Sutra* database integral), when to do it, and what to say while you're doing it (thanks to a 154 line database, accessible via any cyberaudio or Times Square). Don't be tagged as an insensitive metal man! No matter what your Empathy rating, jack into *Maximum Lover* and be the man of her dreams (Add +2 to any Seduction check). **Cost: 1300eb.**

Biofeedback Chips

Take command of the future with the new twist in chipware technology. Don't settle for a chip that just transmits data, or teaches the body certain physical skills. These new designs from *BioTec* Σ send and receive messages directly to and from the brain! *BioTec* Σ; the future in APTR!

Stress Chip

Are you plagued by tension headaches from office stress? Does close gunfire make you overly nervous? We've got a chip for you. This special biofeedback chip sends a message to your brain creating calmness and serenity, removing tension stress. (Not only does this chip provide relief from migraines and hypertension, but while chipped in, the user has a +1 bonus to his COOL for the purposes of combat morale. He also has a +1 to his EMP stat while using human interactive skills.) **Cost 350eb.**

Adrenaline/Endorphin Surge

If you want to ignore the pain of the bullet wound in your side, or just ignore exhaustion while working overnight on a business report, this is the chip for you! Signals are sent to the brain, blanking pain and exhaustion symptoms; plus 3 times every 24 hours you can signal for a spurt of adrenaline to give you the edge. **Cost 800eb.**

Game Notes: Pain/Exhaustion effects: with the chip in, food and sleep can be ignored for 48 hours straight. Skill penalties due to wounds can be ignored, except for head wounds. Once the time is up, or the chip removed, you must sleep 2 hrs. for every 1 hr. over normal rest times you have gone. During this period your stats are halved. Adrenaline effects: the user's BOD stat is increased by 1 for purposes of BTM, Stun/Shock saves, and skill rolls. This effect lasts 1 min. per use.)

Increased Neural Feedback Option

Utilizing the new biofeedback chip-tech, we have come up with new APTR chips. These new chips take half the learning time that the old chips took, but the increased neural feedback burns the chip out rapidly (within 24 hours of use). Currently, these new chips are only economical if you need the ability quicker than the old type would allow. ("Chipping in" is 1/2 the normal time needed, but the chip becomes useless after 24hrs. of use.) **Cost equal to a normal APTR chip plus 400eb.**

Ambidexterity Chip

Never be caught "short handed" again.

A biochip which augments the user's motor control, rerouting control energies across the body, and consequently making the user ambidextrous. Anyone using a ambidexterity chip can use two single-handed tools or weapons at the same time, thus receiving—under some conditions—twice the normal amount of actions. However, because this chipware does not grant the user any ability to independantly focus the eyes, actions performed with both hands must be directed at a single objective. **Cost: 800eb.**

Game Notes: If the character has twin cyberoptics, a second chip may be added for 250eb. that will allow independent action for each arm.

DeathTrance

Great party trick!

This rare APTR chip will, when studded in, allow you to put yourself in a death-like trance at any time (recovery from the trance is on a timer function). This trance includes lowering and almost total stoppage of heartbeat, respiration, circulation, and EEG activity (life functions can be detected on a *Medtech* roll of 25+). The trance takes 1-3 minutes to enter, and so cannot be used for most first aid purposes. This chip is useful for long trips in cramped quarters or extended periods of waiting. **Cost: 1000eb.**

Redundancy Loop

When you don't want to be perfect, just good enough.

You have to play tennis with the boss, but you've never played before. *No problem*, you say; *just chip in a Tennis APTR.* But what if the chip is so good, you actually win? That's where our new Redundancy Loop comes in. We can program a APTR chip so that at the right moment you'll err slightly, allowing the boss to win without it looking like you threw the game. We currently have chips for tennis, racquetball and golf (more are on the way). (Chips with Redundancy Loops will screw up at a crucial moment. At that moment the Ref should secretly make a skill check roll at the same time the player makes his. The lowest roll will be used to determine the success of the skill check.) **Cost: 50-75% of a normal skill chip.**

"Fish N' Chips"

A dietary biochip which serves as an appetite control device, set to reduce the level at which the user will feel full, thus keeping their weight down. Popular with fashion models and people suffering from eating disorders. **Cost: 85eb.**

Visual Recognition Chips

Cost: 100eb./level to +3 (Police chips are 200eb./lvl.)

For use with TimesSquare Plus™ (pg. 38), these new database chips from *Direct Dataware* can get you the most out of any direct visual stimulation cybersystem. And at a cost that's a bargain for any Corporate employer! [All V.R. chipware rolls are INT+chip+1D10+(any applicable *Specif. Knowledge*)]

Techie Chip

For IDing circuits, parts, tools, manufacturers, serial #'s, etc. Chip is only valid to date of manufacture.

Task Difficulty:

Easy Task-visual identification of tools, manufacturer's logos with address and phone, circuit diagrams.

Average Task-visually identify circuit diagram and purpose from printed circuit boards.

Difficult Task-identify manufacturer from product visual.

Very Difficult Task-identify manufacture date, location, etc. from serial number.

Corporate Officer Chip

The Corporate Officer chip allows recognition of Corp officers, documents, and other operations, giving limited biographies on certain personnel. Prices as above; quarterly updates are available at 50eb,100eb and 150eb (based on level). These chips are only available to corporate employees.

Task Difficulty:

Easy-employee's name and position

Average-the above, plus spouse's name, children, home address, etc.

Difficult-the above, plus employment history, transfers, co-workers, special projects involved in, etc.

Very Difficult-full biography, life events, etc.

Police

Visual ID's on criminals and licenses. References for auto tag hot sheets and APB's, etc. Plus daily/weekly crime SitReps. These chips will pull felons' records, vehicle hot sheets, etc. at the listed difficulty levels. Misdemeanors require different chipping. European criminals are listed by INTERPOL weekly. Cost 200eb/lvl. up to +3. Daily/weekly updates are a one-time fee equal to 2.5x normal price, plus update terminal for 10,000eb.

Task Difficulty:

Easy-identify stolen plates, wanted person via driver's licence, CIA/FBI Ten Most Wanted on sight.

Average-visually ID local suspects, NCIC top 100 list.

Difficult-visually ID internationally wanted criminals from passport/ID card or rap sheet.

Very Difficult-identify nationally and internationally known/wanted criminals on sight, even with simple disguises.

Military

Uniform and unit recognition. Weapon/Vehicle specs from silhouette ID's. Prices as standard. Chips should be replaced annually. Those older than two years can be bought for 1/2 price.

Task Difficulty:

Easy-nationality, name of force.

Average-the above, plus rank or general object specification.

Difficult-full technical specifications, unit standings.

Very Difficult-complete unit history, vehicle/weapon manufacturer's background.

Rocker

With this chip you can identify certain instruments, recognize songs (when interfaced with cyberaudio), and display specific sheet music to your cyberoptic. Music company execs and talent scouts can be IDed if their images are preprogrammed into the chip.Talent scout and executive images need to be updated each year (50eb). Cost 100eb./level up to +3.

Task Difficulty:

Easy-identify instrument (class and use), display pre-stored sheet music.

Average-identify name and company of major music corp execs.

Difficult-audio song recognition with HUD of sheet music.

Very Difficult- visual ID of record company scouts.

Secretarial

With this chip, you can put a full reference file for all of your employer's clients, contacts and associates on the tip of your mind! Files faces, cross references names, indexes birthdays, personal data, previous appointments, letters on file (recorded with optional camera implant), and a 100,000 number phone file.

Task Difficulty:

Easy-identify person by face, with reference to name & position.

Average- above, plus spouse's name, children, home address, etc.

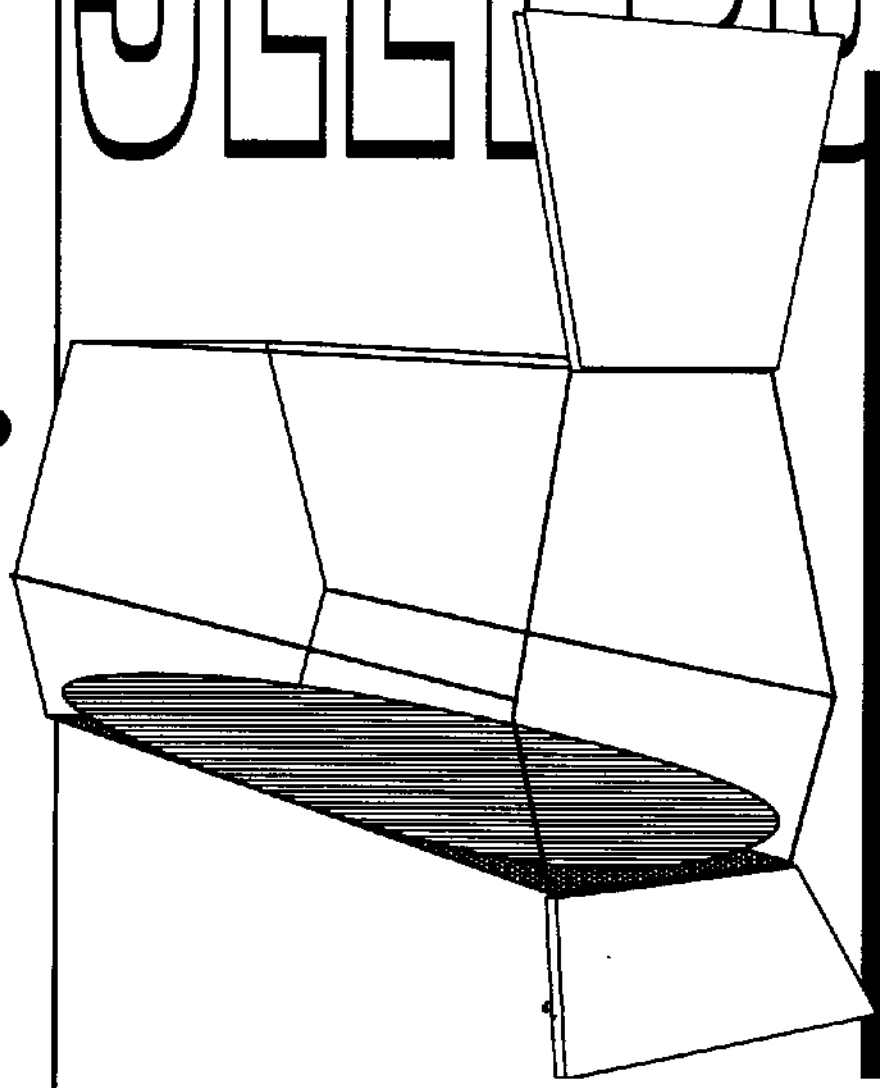
Difficult- the above, plus any correspondence, memos and phone call records within the last two years.

Very Difficult- the above, plus personal facts, biography, birthdates of family members, presents and gifts given or receivedin name of your employer (very important in the Asian Theatre).

Housing

LIVING FACILITIES FOR THE CYBER AGE

SLEEPCUBE



"You gotta remember; since the late 20th Century, having a place to live isn't a given. These days, you're lucky to find a sheltered alley or dumpster. You just can't assume you'll be able to rent a conapt anywhere you want, even if you have the euro to front the action. You gotta plan ahead..."

—Ripperjack

"I got a bike, I got a Drifter RV. I got a gun to keep 'em both. Don't nobody call me homeless."

—Nomad Santiago

Sleep Facility

ARASAKA ARASAKA ARASAK

Comfort. Privacy. Security.

The Arasaka Sleep Facility provides all three at a reasonable cost. The ASF network is a series of sleeping establishments set up in nearly every city of the globe. Each building is equipped with hundreds of sleep cubicles, spacious enough to hold the largest man in comfort, yet inexpensive enough to fit that budget on the run.

Each Arasaka Sleep Facility has a resident lounge, where guests can get to know each other in a relaxed environment far away from the hustle and bustle of the city. In addition to that priceless commodity, there are also entertainment centers which provide access to over 180 channels, both public and cable, from around the world.

Many of the major ASF buildings near Lev Train stops, giving nearly immediate access to the city for those quick "getaway" journeys, or just a relaxing romp through the urban marketplace. Who can tell what can be found just around the corner? Maybe a new friend from another cubicle might know!

What you'll get for your 40eb.:

- A clean and comfortable sleep cubicle, satisfaction guaranteed.
- Full use of all Arasaka Sleeping Facility's lounge and entertainment centers.
- The chance to meet new and interesting people.

For small additional fees, the following services are also available:

- Electrical outlet. Only 10eb. per hour of use.
- In-cubicle television. Only a 50eb. deposit and a 5eb. fee.
- In-cubicle radio. Only a 25eb. deposit and a 2.5eb. fee.
- Private telephone. Only a 10eb. initial fee and 0.75eb. per minute.
- Heavy-duty lock. Only a 100eb. deposit and a 10eb. fee.
- Privacy option. Only a 1000eb. deposit and a 100eb. fee.

Comfort. Privacy. Security. Arasaka Sleep Facilities provide all these and more. Stay at one on your next trip and hide away from your troubles.

Inside A Sleep Facility: Sleep facilities (The Cubes) are large, box-like buildings, unattractive and depressing. They are pestholes of filth and degradation, catering to the misplaced, mistreated, or mistrusted of the world.

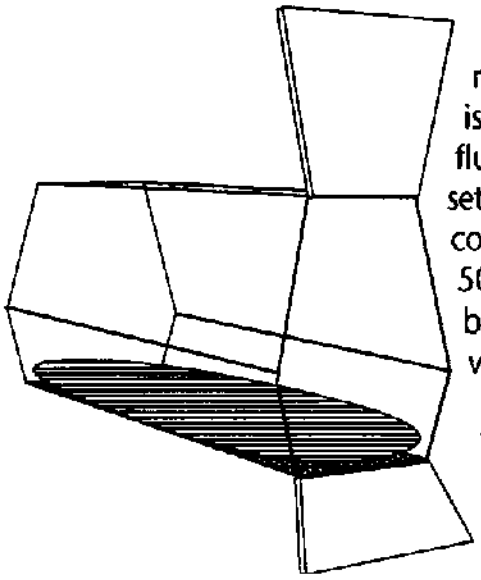
The only windows are on the first floor, where the lobby, main operator, entertainment facilities, and resident lounge are located. Each main operator handles requests from the tenants (which are typically ignored), as well as admits new guests and takes care of the money. He sits inside an armored room with SP 14 walls, with a 12 gauge shotgun nearby. There is also an emergency button to call the police or fire department, but these calls are also typically ignored.

A standard ASF has 800 cubicles broken down into 80 cubicles per floor, making the building around 11 floors. The extra floor of space is used for storage. The cubicles themselves are broken down in groups of four, stacked two by two. Larger facilities can have as many as 1,000 cubicles, and the largest, located in Tokyo, has 2,000.

Washrooms are located at the end of each hall and provide enough sinks, toilets, and electrical outlets for half the number of cubicles in the hall.

The train facilities are usually located at a platform adjoining the ASF, or sometimes inside the ASF, either running through an enclosed first floor terminal or through a sublevel.

Sleep cubes are 2mx1.5x1.5m, providing just enough space for a man to sleep in relative comfort. The beds are slabs of soft plastic, permanently affixed to the floor and usually stained by unmentionable things spanning all colors of the rainbow. Lighting is provided by two fluorescent tubes set into the upper corners. There is a 50% chance that both lights are working.



The door is much like a torpedo tube hatch, and the lock is little more than a bar slid across the entry. (Difficulty to open =6). The door is SP 14, and the walls are SP 20.

The television option provides a small set built securely into the ceiling of the cubicle. Reception and maintenance are poor in an ASF, and only a fraction (around 20%) of the 180 promised stations come in. Radios usually work better, giving nearly full access to all stations, at least in the immediate area.

Anyone trying to get inside the radio or television automatically sets off an alarm at the main operator's desk and immediately forfeits the deposit. Getting to the equipment is a Task Difficulty 10 vs the *Basic Tech* skill.

Price:40eb/night + options.

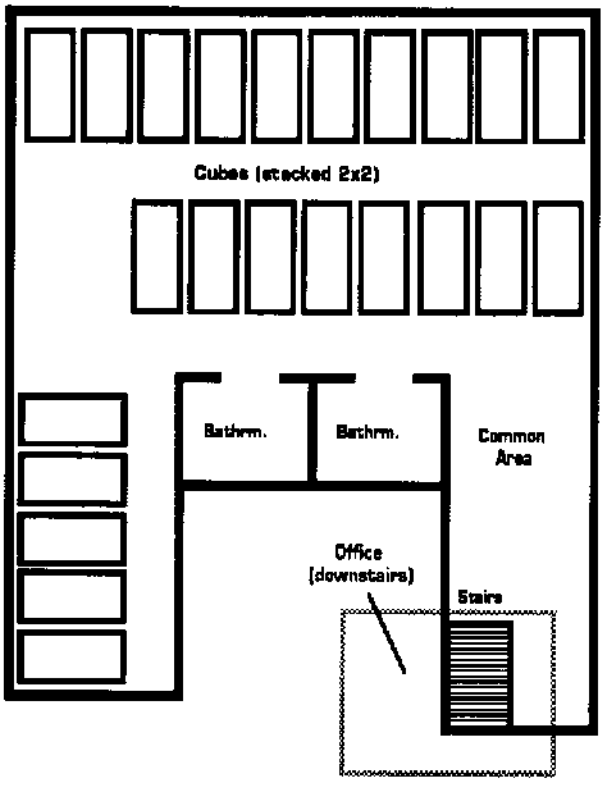
What Goes on at an ASF: Everything from drug deals to sex games happens at a sleep facility. ASFs are a good place to pick up new contacts and a better place to get killed. Most of the action at a facility runs toward petty theft and similar crimes, but occasionally a travelling ripperdoc takes up shop in a cubicle, adding to the number of stains on the bed.

The chance to find some piece of equipment such as a gun or similar piece of hardware is Difficulty 8 against the *Streetwise* skill. Searching for a chump to do a crime runs between Task Difficulty 6 to 12 against the Streetwise skill, depending on the severity. Ripperdocs are naturally wary, and finding one is Difficulty 12 against the *Streetwise* skill.

Gambling is the most common form of entertainment at a sleep facility, especially since the televisions and radios usually don't work. Prostitution is the second most common form of entertainment. No roll is needed for either.

The heavy-duty lock (DIFF 18) is a must for any rational resident at an ASF. When a character checks into a facility, the Referee should secretly make an Intimidation check (DIFF 8). Success means the character's cubicle goes unmolested for one week. For every point below the needed roll, a thief tries to break into the character's cubicle. An equal roll means one attempt is tried. The Referee determines when this happens (whether or not the character is home). No more than five attempts can happen in a week.

The privacy option is little more than a bribe, and the actual price may vary.



Security Services, Inc.

Professional Apartments

As a valued member of your company, you know that the right conapt is more than just a contract perk—it's a necessity. Security Services, the leading supplier of housing to the Corporate market, understands your requirements, and knows how to meet them by providing only what you expect: the best.

In designing these deluxe spaces, Security Services addresses the three greatest needs of all professionals. The first requirement is *style.* A fine conapt should reflect its owner's impeccable taste. Therefore, Security Services uses only the top floorplan and furniture designers, including such legendaries as Laubenstein, Bradstreet, and the ever-popular Nagano.

The next requirement is *communication.* How quickly can you be reached from work? Using the most advanced paging equipment, Security Services ensures that you can be contacted anytime, guaranteeing that you can make that "Big Deal" at a moment's notice. We offer a "hands-off" ten line phone system with hold, call-waiting, and conference calling, including a full-page, legal-quality Fax link for those "must-have" documents. Naturally, our sat/cable television and radio modules are second to none, receiving broadcasts from around the world with crystalline clarity.

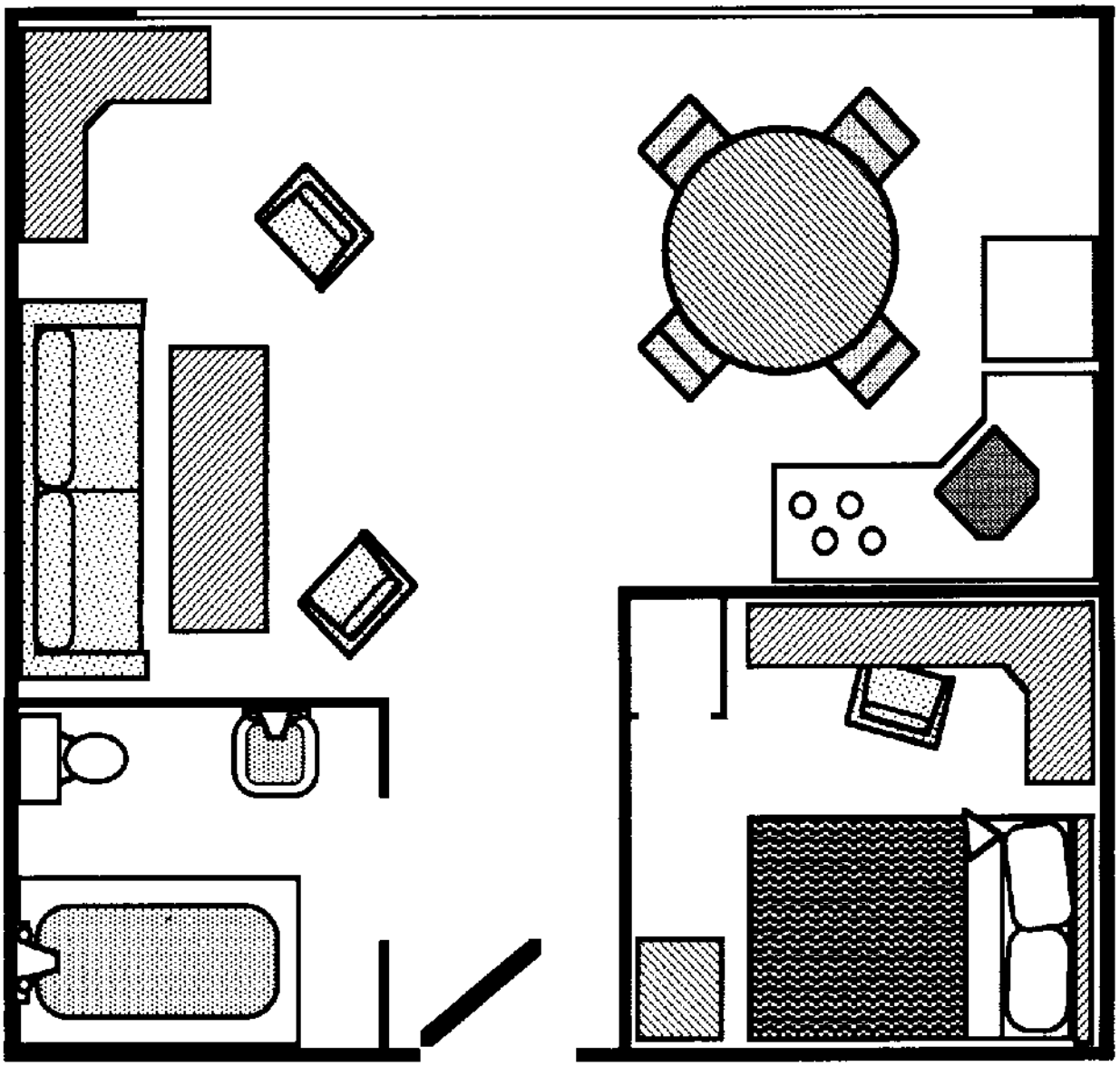
The last and most important requirement of the high-pressure, high-opportunity world of the 21st Century is *security.* Whether it's protecting your work or protecting your life, we feel Security Services should be your choice. Store your important work in a personal safe, hidden anywhere in your flat, with combination and location known only by you and our security experts. Protect your hard earned posessions with an ultrasonic security net, ensuring that anything larger than a small pet will set off an alarm. And with our off-line central alarm system, computer tampering and break-ins are impossible!

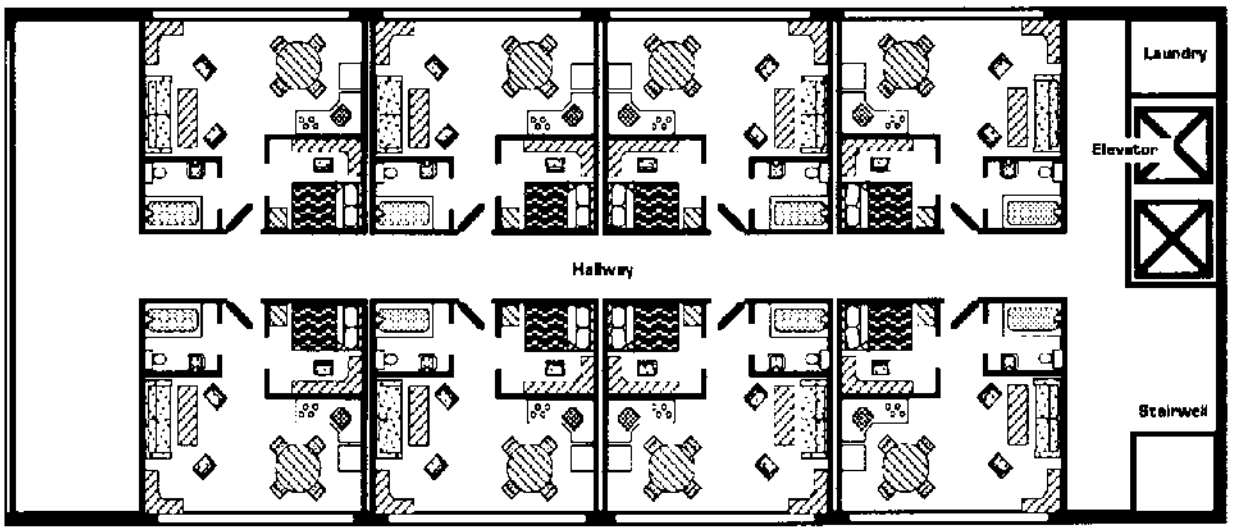
At Security Services, we believe the best security has that personal touch, which is why we provide all our apartment complexes with a team of expert security guards, armed and ready to defend *your* life and property. They'll check all visitors for identification and weapons, and call you for confirmation of your guests. There's also an in-house video camera system as an extra precaution.

Security Services also provides other invaluable services, such as valet parking for your automobile, maid service, and regular food deliveries by the meal, or by the week. We even provide pet care.

Only Security Services offers the Corporate Client so much:

- Your choice of three floor plans by the hottest designers today.
- Your choice of ten major furnishings, plus three major kitchen appliances.
- An advanced telecommunications system for those important conferences.
- Television and radio with satellite link-up to anywhere in the world.
- Your own private safe placed in a strategic location of your choice.
- Ultrasonic security; the best available.
- Trained , on-site security personnel and video security equipment.





CORP APARTMENT
& Typical Building Floor Plan

Sound impressive? There's more. For small additional fees, you can get more furniture and even a fireplace for those romantic interludes. Food service can be upgraded to include exotic dishes from around the world. We can add pressure sensors to the floor and infra-red detectors to the walls for even tighter security. You can also store documents in our main building safe for extra protection. Don't see something you want? Tell us and we'll get it. There's no limit to the lengths we'll go to please you, the Corporate client

Live up to your company's high standards (and your own) by moving into a flat built by Security Services today. Think of everything we provide, then look at any other apartment around. We dare you to find better. Style, Communications, and Security. Security Services flats have all the necessary qualities for a healthier, more productive, corporate life.

Remember; when your Lifetime Contract comes up for negotiation, you deserve something more than just a Trauma Team account. As a valued employee, your Corporation has the option to offer you the best in management housing. When they ask you what you want, tell them Security Services.

Rental: 2500eb. per month

Notes on the Corporate Flat: In the 2000's, many Corporations hire housing services to provide living space for their most important employees. A corporate flat is usually offered to an employee for three reasons: the company needs a place where they can reach their worker; the company needs a place where they can spy on their worker, or the employee asks for it as a contract "perk" (living space being so hard to find in 2020). In any case, there will be some type of listening devices placed in the flat and the phone lines will be tapped (Detection Difficulty=18).

Extra furniture can be rented for a 20-50eb. fee. An upgraded food service is also available for 100eb. per week or an extra 20eb. per meal. Extra pressure and IR sensors cost 2,000eb. Using heavy security safe is a 100eb. per 10 pages of documents stored.

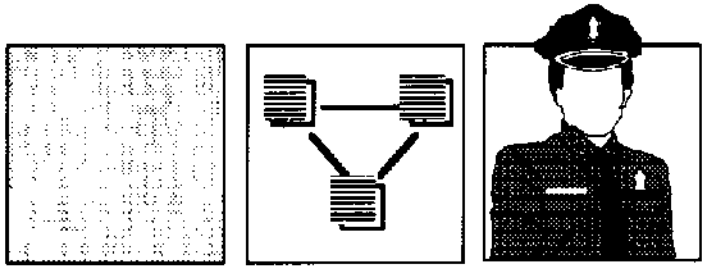
The ultrasonic sensor creates an invisible net of sound that sets off an alarm if broken. The net effectively fills the entire room and anything larger than a cat sets off the alarm. Characters with cyberaudio in the ultrasonic range are able to hear and pick out the emitters' locations. The chance to find a sensor is Difficulty 10 against Awareness.

The infra-red sensor beams are set up at shin level at the door and in the middle of all windows. Anything crossing a beam sets off an alarm. (IR-detecting cyberoptics can see the beams). Pressure sensors activate if when more than 2 kg are placed on them, and are located at doors and windows (Difficult to detect). Both ultrasonic and IR sensors have SPs of 6 and audible alarms.

When an alarm sounds, the guards call the Chief of Housing enroute to the conapt. One guard always mans the phones, while (1D6/2)+1 guards answer the alarm call. They are typically armed with pistols or shotguns; and wearing armored jackets.

The personal safe can be hidden in anything or placed anywhere, even inside an appliance or the ceiling. The safe's total volume is about one cubic foot. It is SP 24 and effectively impossible to remove unless inside something like an appliance. The building safe is located in the guard's room on the main floor and is SP 34.

The security measures have no central computer link, so they cannot be tampered with by Netrunners. Netrunners may, however, use the telephone and satellite links.



Security Services

STYLE • COMMUNICATIONS • SECURITY

Harris & Company

Luxury Penthouses and Conapts

Luxury Penthouses and Conapts

When there is no substitute. . .

. . . it must be designed by the craftsmen at Harris and Company, faithfully serving the world's aristocratic, professional, and entrepreneurial communities for over twenty years. Creating such masterpieces as the Network News 54 Broadcast Tower and the Orbital Air Space Center, as well as refurbishing historic Comisky Park, Harris and Company is the unprecedented master of urban design, catering only to the most exclusive clientele.

Harris and Company is proud to unveil their most recent creation, set among the venerable spires of beautiful San Francisco: Triumph Tower. Triumph is the finest skyrise built, a symphony of steel, glass, and gold, with authentic wood accents (a daring innovation by our master designer, Pat Stephens). Inside and out, Triumph Tower shatters all previous concepts of luxury and taste. Critic Otto Cornejo of *Big Time Magazine* describes it as "Superlative!"

Offices, lofts, and residences will be available soon, but we at Harris and Company wish to extend this special invitation so you may attend the exclusive auction of Triumph Tower's pride, the **Masterpiece**. The Masterpiece is the only penthouse suite in the Tower, and is as unique and priceless as a Warhol Monroe. We need not go into detail of what wonders the Masterpiece holds for its final owner. Harris and Company's reputation says enough.

Contact your local broker for bidding dates and instructions. Don't pass up this opportunity to live in a work of art.

Opening bidding price: 800,000eb.

Notes on the Masterpiece: A perfect example of a high class apartment suite (suitable for ranking Corporates) the Masterpiece is accented with gold and wood; the frame is constructed from more mundane materials. The Masterpiece takes up two floors, the lower holding the kitchen, main living room, entertainment room, and various guest and washrooms, while the upper contains the master bedroom, workout room, and the master bath. The roof is also a helipad.

Everything that could possibly be crammed into a single dwelling can be found in the Masterpiece, and of course, everything is top of the line. All televisions, stereos, computers, and telecommunications are accessible from every room with the touch of a button.

The walls, doors, and floors of the Masterpiece are lined with honeycombed alloys and reactive armor, creating an effective SP of 40. The glass in the penthouse is lined with similar honeycombed (and microfilament) metals sandwiched between sheets of transparent polymers, SP 25.

Telecommunications is the most well-developed system in the Masterpiece. The penthouse has a link to the Harris and Company satellite, giving unlimited access to any other communications network in the world. This system includes a scrambler for privacy and a spectrum sweep option to search for specific broadcasts. The number of people that can conference call is virtually infinite.

The computer is almost as sophisticated. Used by the

normal executive or aristocrat, it can analyze the stock market or give the best guess of who to bet on in the next polo match. Accessed by a Netrunner, the computer is an awesome tool for espionage.

The computer comes with *Data* and *Code Gate Level III, Poison Flatline, Pit Bull, Aardvark, Dragon,* and *Zombie* (though this last is kept secret from the general public). The 'runner can hook up his own cybermodem through the Masterpiece computer, using it as a "carrier" for protection.

A persona duplication program called *Doppleganger* creates a data "scarecrow" that is targeted by black programs instead of the netrunner. In order for the Netrunner to be effected, the Masterpiece computer's defenses must be defeated first, the *Scarecrow's* second, (it has the same Net combat statistics as the 'runner), and finally the netrunner himself. Programs that wait for users like *Pit Bull* or *Hellhound* cannot track a user through the Masterpiece computer, since the *Scarecrow* is not a true image of the 'runner (although operating through a *Scarecrow* costs the Netrunner 1 point of INT for purposes of Net combat).

On the outside, the Masterpiece is protected by a radar net covering a two kilometer area, detecting anything with a surface area of greater than 2 square meters. There is also a close range motion sensor that detects anything moving along the perimeter of the penthouse. The radar and motion detector domes are SDP 30 and 10 each.

Inside, there is another set of motion sensors, as well as an ultrasonic and infrared network. Alarms on the inside or the outside alert guards on the first and twentieth floors (the Tower is 22 floors tall). The guards are highly trained and equipped with heavy weapons and SP 24 hardshell armor. If desired, the guards can enter immediately to deal with any threat; otherwise they will seal off the floor and wait for the Masterpiece's owner to let them in.

The alarm also lowers steel shutters (SP 40), to close off the windows. It takes a strength of 12 or better to lift these. If the radar detects an incoming intruder, the Masterpiece computer accesses its programs to determine if the object is friendly or hostile (determined by the owner and a huge list of default settings). Hostile intruders on the rooftop and garden levels can be attacked by the six Apex minigun turrets (pg. 53) set on the perimeter of the penthouse.

In the event of an intrusion through the elevator or the garden/spa area, a close-range motion sensor will activate an electrical defense system that shocks up to six targets at a time with a multi-kilovolt electrical arc (1 to 8 D6 damage; the exact number is determined by the Masterpiece's owner). Like the miniguns, this system can be keyed to exclude certain individuals or vehicles.

Both internal and external security are operational at all times, and there is a backup generator in the Masterpiece's lower level in case of a power shortage. The generator also runs the computer and the elevator.

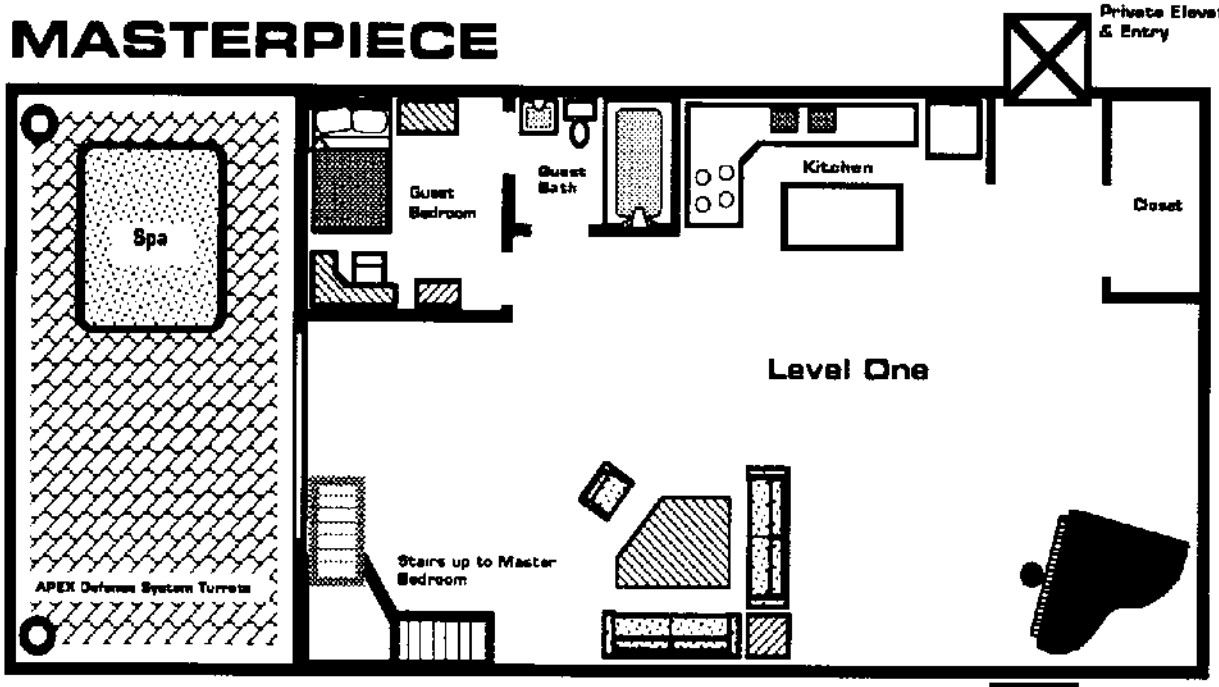
The computer controls access to everything in the penthouse, and everything is activated either by keypad or voice. The owner presets any guests in the computer's memory, in order to prevent false alarms. The defences can also be switched off by the owner's voice.

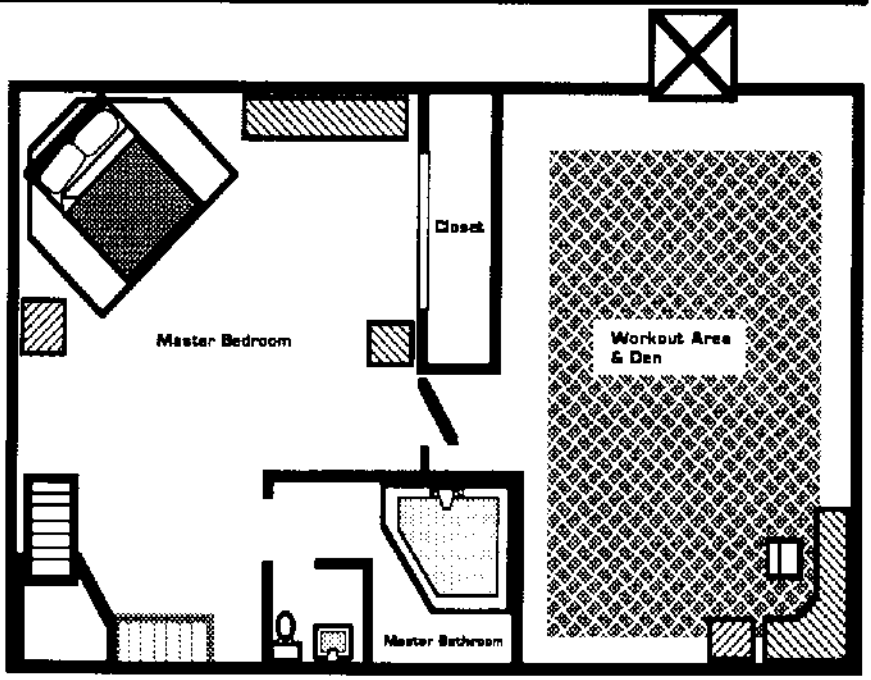
For an additional fee, the owner may also include a code-key in any of his cybergear. Scanners in the penthouse read the key and determine if it is the correct code. If it isn't, the alarms go off. Eye code-keys cost 200eb., finger or limb code-keys cost 100eb. Of course, removing the code-keyed piece of cyber-equipment from the owner will give an intruder access to the entire penthouse.

There are many options available on the penthouse. Harris and Company can provide a cook to live in one of the servant's quarters on a lower level of the Tower. Food can be delivered from anywhere in the world. Security can be increased or changed at a moment's notice.

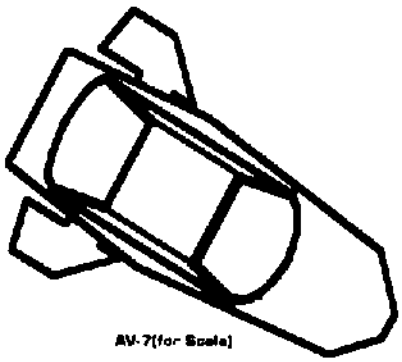
This is the Masterpiece. Anything is possible.

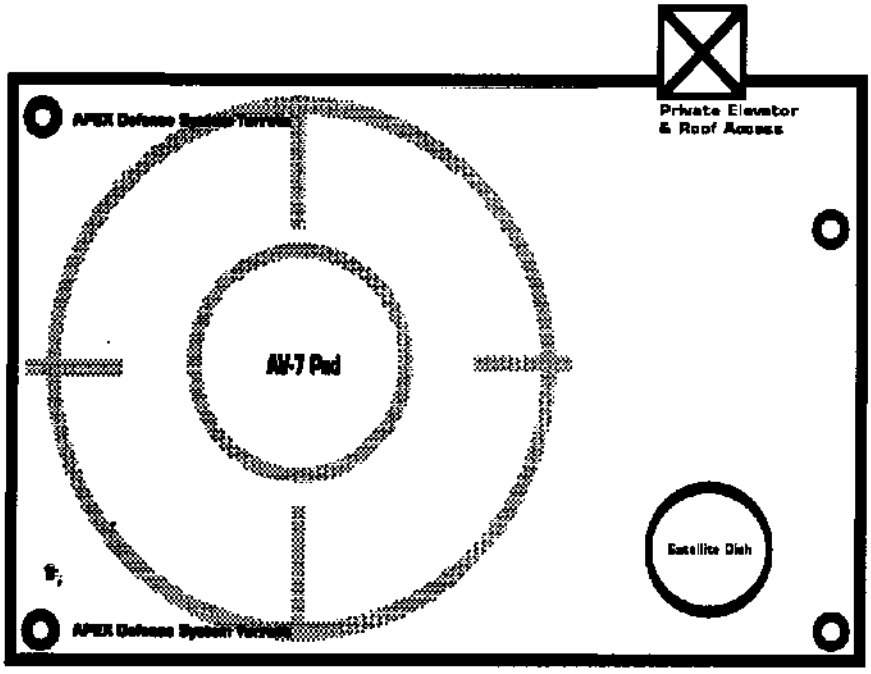
MASTERPIECE



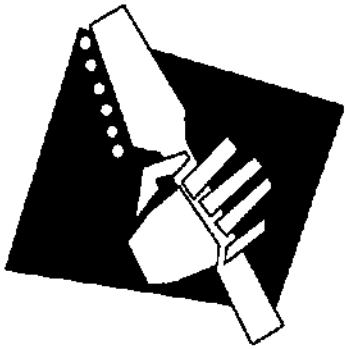


Level Two





Roof Level



Silverhand Studios

"The difference between artists and normal people is that they leave their windows open when it rains.

— excerpt from *Zen and the Motorcycle Maintenance of Art*

In the days of the Renaissance, artists could get together to discuss their work, free from the pressures of business and the influence of those in power. Today, the mega-corps dictate what the masses see; they control and twist the work of the artist until it suits their overlord mentality: banal and sterile.

Now's your chance to interface the New Renaissance and join a revolutionary artist's community. I've bought warehouses in all sections of the city and converted them into low rent, low profile lofts especially for you, the visionary of the Edge. Whether you're a realtext writer, violence painter, rocker or virtual image creator, my plan is to promote the general welfare of talent; to make sure that talent can grow and develop free from the menace of little minds and Corporate control.

You can do anything you want in your loft. Paint it black, erect monuments to your gods, hang from the rafters and sing like a loon. Hold concerts and poetry readings and orgies. It doesn't matter to me. Just don't wreck the room for the next artist who will live there; that's a 'facer kind of attitude.

Remember; the future belongs to the minds that are free. Don't have it done to you. Be the actor, not the audience.

Johnny Silverhand

Rent: 600eb. per month.

About Silverhand Studios: Silverhand Studios is a private operation run by Johnny Silverhand, rockerboy and popular insurgent. A radical to the end, he wants to give artists a place to do their own thing, free from the manipulations of outsiders. To do this, Johnny has bought warehouses in many major cities and converted them into living spaces. Almost any shape and size studio can be found, some with plumbing and electricity, some without.

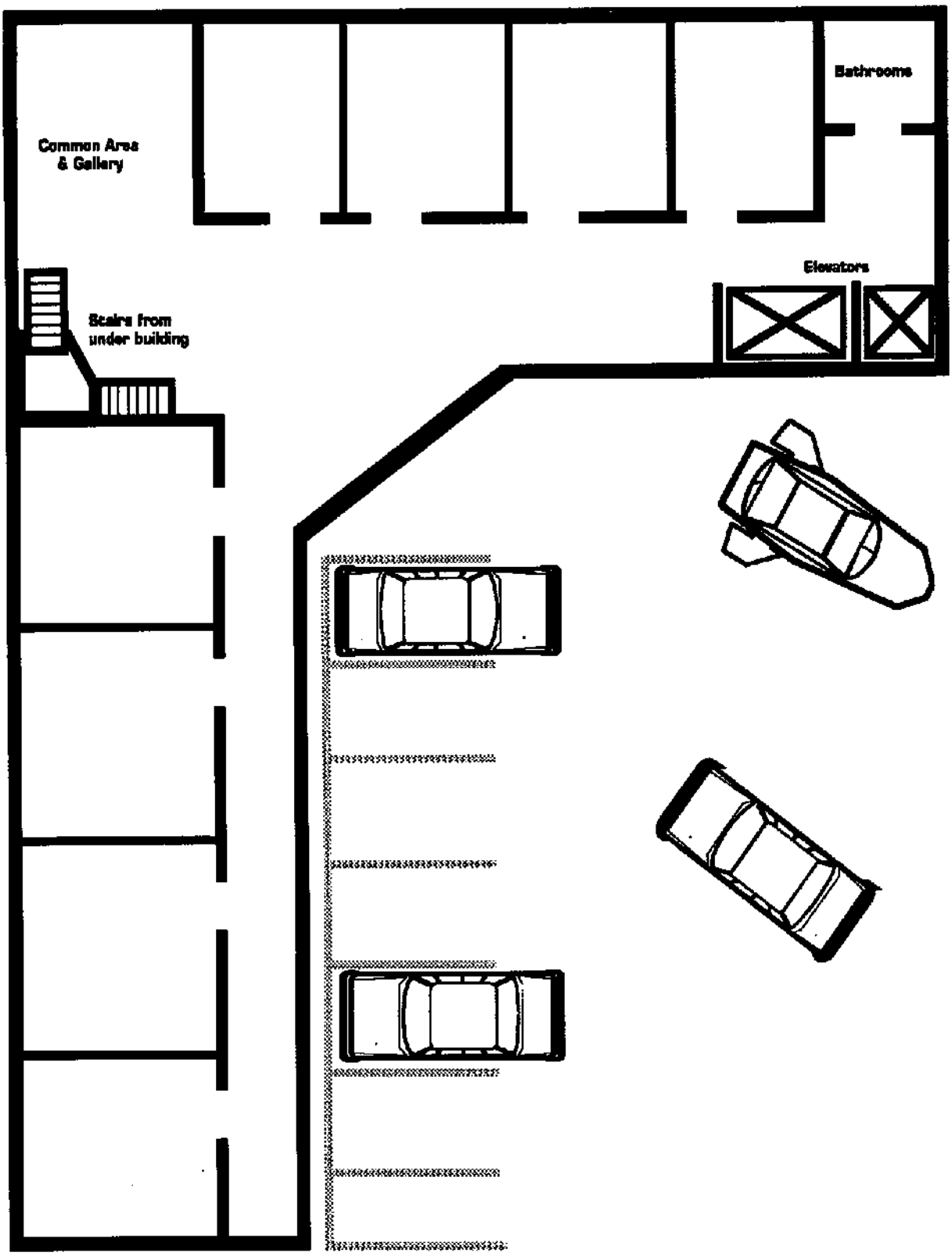
The average loft is a high-ceilinged room on the second floor of a warehouse with a dramatic skylight and a huge row of windows against one wall. The first level is usually completely empty, offering the artists a large gathering space. Depending on the warehouse, the structure may be wooden beams or corrugated steel.

In general, there are as many as twelve lofts per warehouse, and washrooms have been installed as needed. Cooking is electric and each room has a complete stove. All the housing is clean and vermin free.

The warehouses become communities, where the artists often get together to drink espresso, eat scones, and talk art. They all know how stereotypical this is, and find it ironically funny. Being among colleagues in such close proximity is conducive to learning, and each year one lives at an artist's community, one gains +1 to his respective artistic skills, up to +3.

There's a sense of secrecy to the communities; the general consensus is that the corporations could move in and take over or destroy the "work" at any moment. This make everyone a bit paranoid.

Cheap supplies (at discounts up to 70%) can be



SILVERHAND STUDIOS

obtained by the warehouse's "landlord," who is actually a contact to Johnny's creative agent. All the artists in a given community know how to get in nearly immediate contact with the landlord, (usually an out-of-work solo) who can also provide protection and an occasional hiding place for a particularly "sought after" artist. If an artist's life is in real jeopardy, he or she will be given the location of a warehouse in another city, and asked to leave.

The landlord can also find jobs for the artists so they can eat and pay rent. Silverhand isn't running a charity, and he figures having to pay rent, as cheap as it is, keeps an artist from losing that hungry edge. There is, however, great leeway when it comes to payment, and artists in a studio often chip in and help pay for each other's expenses.

In addition to those duties, the landlord also tells Johnny when a particular artist is showing great promise. When this happens, Silverhand occasionally arranges for an art dealer to "drop by" the warehouse and look over the artist's work to determine if it has merit.

The Drifter
Mobile Environment

The return of a legend. . .

The legend is the open road, and now you can become part of it. Experience the thrill of travel in your own recreational vehicle from New American Motor.

Adventure is yours when you hit the web of concrete spanning the states. New American Motor's *Drifter* is the flagship of our RV line, providing the best in comfort, maintenance, and affordability. For comfort, the Drifter has two full beds, a comfortable couch, and a state-of-the-art video/audio system. There's also a complete cooking range with microwave and disposal.

Maintenance for the Drifter is simple. Using New American Motor's patented diagnostic computer and modular replacement system, even the most mechanically inexperienced person can fix the rare malfunction. The Drifter also has an auxiliary electric motor for those short intra-city hops.

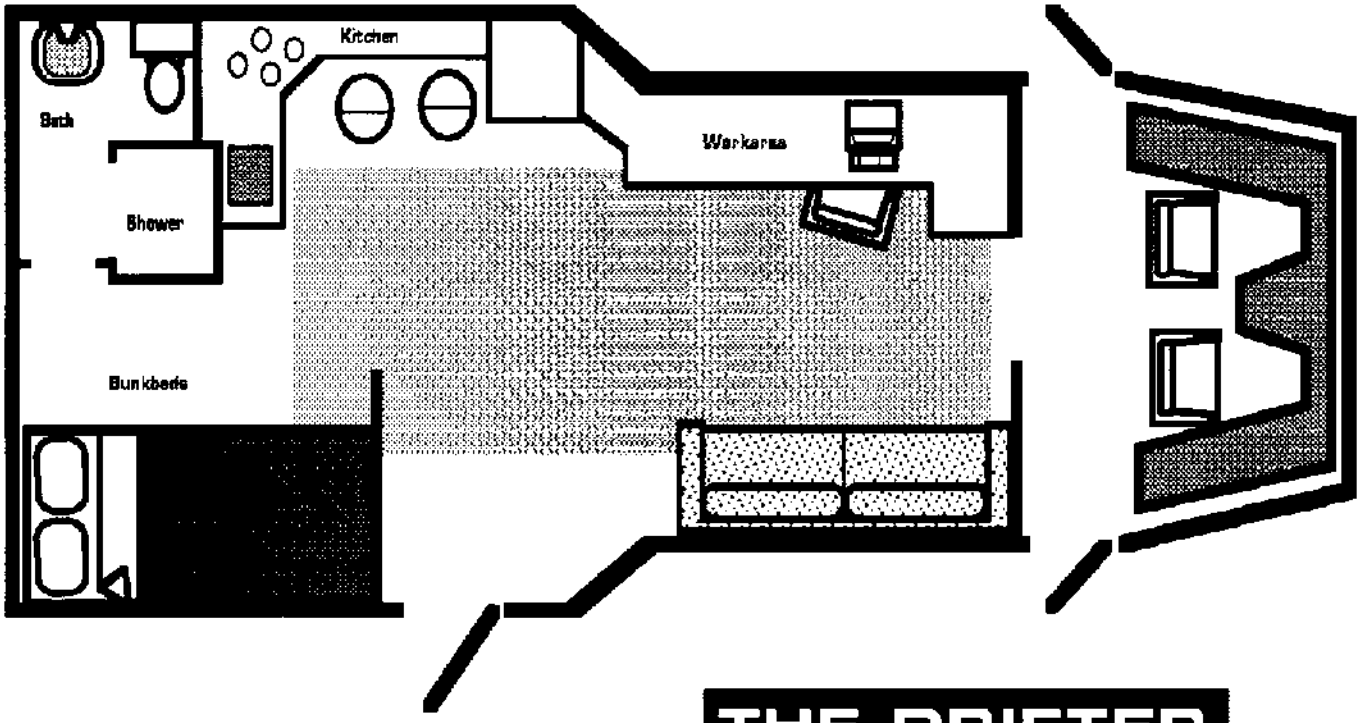
The Drifter is the most competitively priced RV on the market. New American Motors offers the lowest finance rates (22.5%) and the highest cash back incentives.

Contact your New American Motors dealer for details today—and become part of a legend.

Price: 24,995eb.

About the Drifter: The Drifter is a large recreational vehicle with a twelve foot clearance. It holds three people comfortably. The beds are bunks, one atop the other, and the couch is long enough to sleep on. There is some storage space underneath the beds and the couch.

The kitchen area has a stove with four electric burners. The microwave is smaller than home



THE DRIFTER

models. The refrigerator holds about a week's worth of food and drink. There is a large water reservoir for two weeks of normal drinking, cooking, and washroom use.

The Drifter's gas tank holds 60 gallons of fuel, and the vehicle will also run on $CHOOH_2$. However, the gas mileage drops from 25 to 15kpg when alternate fuels are used.

The auxiliary electric motor's battery has a charge good for about 320km. It takes six hours to recharge off a house outlet, and three hours off a higher output outlet, such as found in factories or special recharge facilities. All of the Drifter's electrical needs come from this battery, and excessive use of the video equipment or cooking range will drain it at a rate of @4km per hour of use.

The visual/audio equipment is a reliable television and stereo system running off a small solar collector mounted on the roof. The collector may be retracted in bad weather.

The Drifter has an SDP of 80, with an SP of 10. All glass has an SP of 10, and the tires have an SDP of 40.

The diagnostics system gives general repair information, such as "the engine needs oil" or "the carburetor needs adjustment". It does not give specific multiple system information, such as "the dirty spark plugs are causing emission problems which have affected the catalytic converter". The modular repair system gives a +1 on all Basic Tech repair rolls. The vehicle holds enough repair modules for ten simple jobs.

People use vehicles like the Drifter for a number of different purposes. Nomads use them to travel, since they are reasonably comfortable and affordable. Others use them as intelligence vans, installing optical and listening equipment for spying and counter-insurgency work. Ripperdocs often use them as mobile black-market cybertech hospitals.

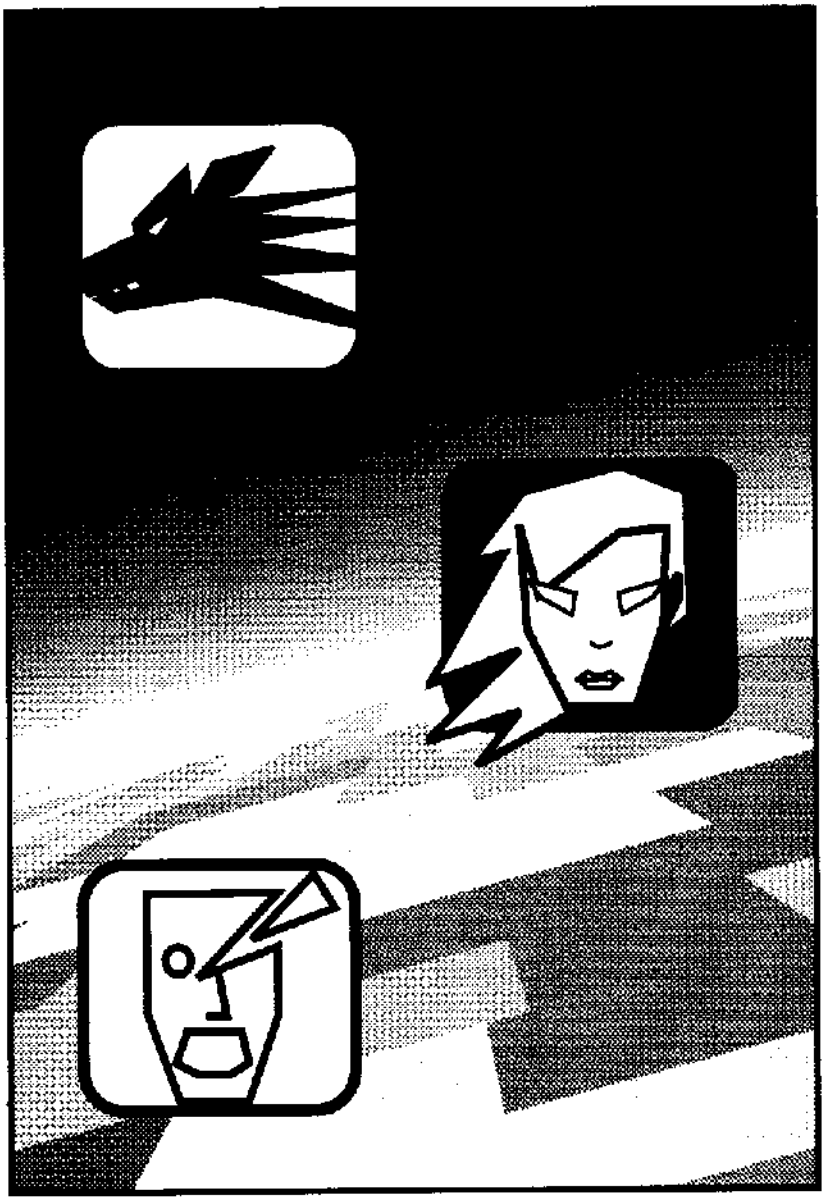
SOFTWARE

DIGITAL DEMONS, DOWNLOADED DREAMS

"Net's gotten more dangerous since when me and Rache Bartmoss did the first pioneering... In those days, you could scream out to the Fringe of Netspace— frack!; way past Pacifica and out into the Orbital Loop without encountering a single ICON. It was wide open then; not even a Netwatch.

No more, choomba. You gotta watch your back every nanosec. You got cowboys zippin outa Fortresses the size of the the frackin' Death Star, loaded for the hunt with Soulkillers, Mindbenders— you name it."

—Spider Murphy



Wolf

Class: Disguised Anti-IC
Strength: 4 MU: 6
1500 eb.

This program is a *Killer IV* disguised as a *Watchdog* program. If triggered, the netrunner gets a Difficult ID roll (use *System Knowledge* and *Programming* skills, plus half your *Interface* ability) to detect its hidden ability. If the 'runner fails the roll, he is fooled by the program, and the *Wolf* gets a +1 to its initiative and attack rolls. *Speedtrap* will not detect *Wolf*, but *Smarteye* will. If you have *SeeYa* or *Hidden Virtue* running at the time of the encounter, they will ID the program as disguised, but not tell you its true nature.

ICON: To all appearances, it is identical to the *Watchdog* icon, except that it will flash entirely red as it attacks.

Guard-Dog

Class: Detection/Alarm
Strength: 4 MU: 5
720eb.

A modified version of the original *Bloodhound* program, *Guard-Dog* was designed with Invisibility sub-coding. *Guard-Dog* alerts its owners if anybody is using a workstation or other in-system entrypoint, and indicates which station is active (it cannot be fooled by Invisibility). *Guard-Dog* does not watch the LDL inputs to a system, and can be eliminated by the standard *Killer* software, if the netrunner detects it.

ICON: *Guard-Dog* is invisible except for a flicker at the periphery of vision. If detected, *Guard-Dog* appears as a standard Bloodhound.

Bulldog

Class: Detection/Alarm
Strength: 6 MU: 6
660eb.

A software upgrade of the *Watchdog* alarm, *Bulldog* (aka, *Watchdog v.II*) was designed with higher-powered probe sytems than its foreunner. Like the normal *Watchdog*, *Bulldog* alerts its owners to illegal entries in the system. This program can be fooled with *Invisibility* or *Replicator*, and can be eliminated with *Killer*.

ICON: A short, burly humanoid in metal armor. Sharpened screws protrude from the plating, and a glowing visor is situated above snarling, canine jaws.

Smarteye

Class: Detection/Alarm
Strength: 3 MU:4
620eb.

Smarteye is a more precise (but weaker) form of *Speedtrap*. Unlike its predecessor, which only warns of programs within a certain radius, *Smarteye* will allow you to take a closer look. This program functions exactly like *Speedtrap*, but when an offensive program is detected, the 'runner may choose to identify exactly what the program is. If he does so, and the program is self-mobile or is monitored by another netrunner, it gets a detection roll ('Punk 2020, pg. 143) to recognize that it is being probed.

ICON: A spinning crystal ball; when a program is ID'd, the ball stops and the appropriate icon appears within.

Termite

Class: Intrusion
Strength: 1 MU: 2
160eb.

One of the earliest and most enduring programs, *Termite* is a favorite of really green weefle-runners because of its simplicity and low cost. Although not a very powerful program, it is quiet and easy to find. *Termite* only works on data walls.

ICON: A brown, fist-sized insect of fractal construction with bright blue eyes. It emits low-pitched bleeps as it burrows into the wall.

Psychodrome

Class: Anti-personnel
Strength: 4[5] MU: 11
14,000eb.

This program employs a radical new approach to electronic counter-intrusion. *Psychodrome* does not attack the netrunner's body, but rather his mind: via its *Bloodhound* subroutine, it uses a direct sensory feed (like that of braindance) to fill the netrunner's mind with scenes/sounds of shock

and horror. If successful, the immediate effect is unconsciousness for 1D6 hours, plus a lasting side-effect. When a 'runner has been hit by *Psychodrome*, he must make an Average COOL roll once per day, or he cannot face returning to the net. When the netrunner makes the roll, he has overcome his trauma (until the next time he encounters the *Psychodrome*). The program is usually disguised as a code gate, memory unit, or other innocuous system location (sysop's choice). If keyed to the psych traits of a specific netrunner, its strength is 5 instead of 4.

ICON: If the attack is successful, the program places the netrunner in a virtual room of faceted, mirored walls from which the sights and sounds of torture, death, and madness are projected at odd speeds and angles in rapid succession.

Vampyre II

Class: Demon/Anti-IC
Strength: 6 MU: 7
2300eb.

Vampyre is an extremely powerful variant on the *Demon* series of compiler programs, credited to the notorious Waycon Kidd. Very expensive and rare, *Vampyre* dismantles any target program it attacks, adding the "victim's" abilities to itself. The only type of programs *Vampyre* cannot absorb are other *Demons* and programs involving virtual realities (such as *Psychodrome*).

When *Vampyre* attacks a program, it rewrites the program into itself as one-time code, so that every program "eaten" by a *Vampyre* (up to a total of 6) can then be used by that *Vampyre* once, and then it is erased. This constant re-writing of code lines and activation of subroutines does put a strain on the program's logic systems, however: every time you activate one of the absorbed programs you must roll a D10 greater than the current number of programs stored. Failure means that the *Vampyre* has "crashed," purging all its stored programs, and rendering it useless until the 'runner leaves the net, removes the *Vampyre* from his deck, and reinstalls it.

ICON: A cadaverous figure in grey robes, with golden orbs for eyes, and a snarling mouth baring golden fangs. When it attacks, it transforms into a misty grey cloud, shot through with sparkling red lights. This cloud then covers and dissolves the other program's icon.

Bunnies

Class: Anti-IC, Vampyre-specific
Strength: 4 MU: 3
440eb.

Bunnies is a program designed by Wilson Wake, an enterprising 'runner who wanted to kill a *Vampyre* but didn't want to spring for *Assassin* software. When activated, *Bunnies* simply replicates itself, offering the *Vampyre* dozens of tasty subroutines to absorb. Since a *Vampyre* can only absorb 6 programs before automatically crashing, this program is very effective, if very specialized. The strength of the program represents the potential for initiating it before the *Vampyre* absorbs some other program.

ICON: A rapidly-multiplying bunch of burnished gunmetal colored bubbles. Each bubble has a set of the classic "rabbit ears" anntenae identifying its front end.

Fatal Attractor

Class: Anti-personnel
Strength: 7 MU: 7
10,750eb.

A particularly nasty version of *Hellhound* credited to the infamous Waycon Kidd. Legend has it, the Kidd ended up as the loser in a romantic triangle, and used this duplicate of his ex-girlfriend to eliminate his netrunning rival.

The *Fatal Attractor* operates much like a *Hellhound*; it lurks around Data Fortresses waiting to pounce on intruders. However, instead of immediately attacking, it appears as a very attractive female netrunner who offers to help the intruder break into the system. The *Fatal Attractor* will cheerfully accompany the 'runner for 1D6+1 turns, then attack as a *Hellhound*.

ICON: An attractive young woman in a skintight bodysuit. Legend has it that the ICON is derived from the Waycon Kidd's old girlfriend; a System Knowledge check at DIFFICULT will be required for the target netrunner to recognize her—The Kidd installed a subroutine into the program that changes it's hair, eye and skin color randomly; the *Attractor* can only be recognized by her face.

Prices

Electronics & Miscellaneous Equipment

Advanced Communications Suitcase ....8000eb/800eb options
Alarm Removal Kit 290eb
Auto Punchout.....330eb
Bar-in-a-Briefcase 100eb
Complete Travel Kit 150eb
Cab Hailer .....150eb+10eb/month
Canned Shower 3eb
Car faxx 500eb
Cybermodem Helmet 4100eb
Cybermodem Utility Suit 6300eb/7800eb
Cyberdeck Security System 400eb/1000eb
Cybercam EX-1 .....1200eb
Detcord Explosive 900/pack
Digital Recording Studio 12,000eb
Digital Weapon Uplink 500eb
Fireproof Clothing .....varies by garment
Flavored Cigarettes 2eb/15eb
Fluid Diving Suit .....6000eb+100eb/extras
Flip Switch 135eb
Image Wallet 100eb
ID Badge Maker 500eb
IR Cloak 400eb
Line Tap Detector 60eb
Linozap 350eb
Mapmaker .....500eb/400eb extras
Mini Printer.....125eb
Newsviewer .....100eb + rental fees
Netrunner Life Support Equipment 500eb
Office Communication Suite .....1000eb/1100eb options
Paper Shredder 500eb
Personal Body Alarm .....400eb+300eb/month
DUD Smartgun Controller 720eb
Replica Armor 3500eb/10,600eb
Solar Electric Panel 100eb
Sonar Scanner.....50eb
Sleep Inducer.....85eb
Slosh Bag 65eb
Smartlock Security System 250eb/level
Smartsticks 800eb
Speedholsters 100eb
Temperfoam Furniture.....80eb-140eb/piece

Vehicles

Arasaka Riot VIII 250,000eb
AV-9 .....1.3million eb
Bensen Cascade 58,000eb
Bell Spy-Eye 18 .....206,000eb
BMW 9018s 100,000eb
Harley-D. Thundergod .....5040eb+950eb/extras
Hundai Worker Bee 5000eb
Kundalini Roadworks Shiva 8000eb
Mitsubishi Dragon .....2.5million eb
NAA Ambunaught 76,000eb
Pedicab.....1200eb
Punknaught .....???

Cyberware

I=implant,B=bioware,BW=bodyweapon,O=cyberoptics, A=cyberaudio,L=cyberlimb, CW=cyberlimb weapon,N=neuralware

Anti-Plague(B) 1750eb
Cyberliver(I) 450eb/850eb
Cyberhand(L) .....750eb+100eb/options
Cutting Torch(L) 100eb
Decentralized Heart(I) 1300eb
Dodgeball(O) 440eb
Digits(L) 25eb-150eb
Derringer(L) 220eb
E-Monitor(I) 185eb
Frequency Changer(A) 100eb
Forked Tongue(I) 350
Flashbulb(CW) 250eb
Gyro-Stabilizer(I) 1000eb
Gang Jazzler(BW) 600eb
Gas Jet(CW) 275eb
Icer(L) 200eb
Lifesaver(B) .....4500eb+1000eb/extras
Limb Link(L) 100eb
Magnetic Feet/Hands(L) 60eb/pair
Mace Hand(L) 300eb
Mag-Duct Spots(N) 220eb
OptiShields(I) 300eb
Pacesetter Heart(I) 900eb
Pacesetter 2000 Heart(I) 985eb
Rebreathers(I) 700eb
Skate Foot(L) 440eb
Tazer Grip(CW) 180eb
Tear Gas Sprayer(O) 200eb
Times Square Plus(O) 500eb
Voice Pattern(I) 350eb
Video Cam/Transmitter(O) 330eb
Video Imager(O) 350eb
Wet Drive(I) .....320eb+175eb/extras
Whip(CW) .....475eb/single arm
Watch-Man(L) 180eb
Wearman Mk. II(I) 200eb

Weapons

APEX Mobile Point Defense System 10,000eb
Beretta M-24 .....950eb/1250eb
Bio.-Askari Motion Restraints .....60eb+25eb/extras
Budgetarms Laser-Niner 675eb
Colt Alpha-Omega 500eb
Darra-Polytechnic M-9 .....300eb
DCR Rifle Grenades 50eb/100eb
EMP Grenade .....200-400?
FEN Dz 22 Saucer 65eb
FEN Dz 25 "Det Card" 120eb
Federated Arms Light Assault 15 .....400eb/700eb
Federated Arms Super Chief 375eb
Gremyenko GPz-78 .....40eb
Goncz-Tarus Pistol 300eb-400eb/dealer
Glock 30 .....705eb
H & K G6 .....2050eb
Kendachi Dragon 660eb

Kendachi Mono-Two 650-700eb
Kendachi M-33 Powersword 860eb
Malorian Arms Hvy. Flechette Pistol 595eb
Malorian Arms Sub-Flechette Gun 795eb
Malorian Arms Sliver Gun 375eb
Malorian Arms 3516 ..... 4525eb/special order
Militech Mini-Gat 695eb
Militech Crusher SSG 450eb
Militech M/P Shotgun 300eb
Militech 10 ..... 455eb
Militech M-31a1 AICW 1695eb
Militech Mini GL 255eb/475eb
Pursuit Security Stundart Pistol 109eb
Rostovic Wrist Racate 380eb
Setsuko-Arasaka PMS 950eb/1150eb
Stein & Wasserman Model F 650eb
Techtronica Black-Zap 90eb

Fashion

Bodyline Tatoos from Image
Fashionware 50-120eb
Exec line from Takanaka 75-2000eb
Gibson Battlegear 10-150eb
Leather Series from ICON America 60-500eb
Psiberstuff Fashion Cyberwear 7000eb
Streetware from Eji of Japan 50-500eb
Wearman Series from Nu-Tek 100-300eb
Uniforms from Uniware 15-300eb

Executive Services

Allfood Inc. ..... 25eb/month+10eb/extras
Baskin Undercover Inc. 200eb/hour-150eb/extras
Bodycure. 450eb/visit
Clean Sweep Enterprises 7000eb/year
Continental 150eb-200eb/person
ExecUcleaN 15eb-100eb/garment
Executive Transportation Service 150eb-850eb/hour
Habit 5000eb/course
International Companion Network ... 75eb/hr.-10,000eb/mon.
Party Time Inc. 500eb/day-3000eb/month
PetMinders 50eb-5000eb/month
SyCust 25eb-5000eb/job
United Express 25eb-650eb/package
Williams Management CS Contract ..... 10-15% rent/month

Chipware

A=APTR chip, M=MRAM chip
Adrenaline/Endorphin Surge(A) 800eb
Ambidexterity(A) ..... 800eb+250eb/option
Business Trip Chip(M) 800eb
Courier Chip(M) 600eb
DeathTrance(A) 1000eb
Digi-Tone ID(M) 70eb
"Fish N' Chips"(M) 85eb
Increased Neural Feedback ..... standard price+400eb
Maximum Lover Chip 1300eb
Memory Compression ..... standard price+200eb-400eb
Mind Games(M) 40eb
M.O. Chip(M) 1200eb
PhotoMemory RAM(M) 1600eb
Poser Impersonation(M) 900eb-1100eb
Programmable Chipware ..... 50eb+1000eb/extras
Redundancy Loop(A) ..... 50-75% off standard prices
Security Chips ..... standard price+50eb-75eb
Space Chip(M) 900eb
Special Operative Chip(M) 900eb
Stress Reducer(A) 350eb
Tourism(M) 750eb
Visual Recognition Chipware(M)—Techie 100eb/level
V.R.C.—Corporate 50eb-150eb
V.R.C.—Military 100eb/level
V.R.C.—Police ..... 200eb/level+10,000eb/extras
V.R.C.—Rocker 100eb/level
V.R.C.—Secretarial 100eb/level

Housing

Arasaka Sleep Facilities ..... 40eb/night+10eb-1000eb/options
Harris & Company Masterpiece Penthouse 800,000eb+options
Security Services Corporate Flat ..... 2500eb/mon.+extras
Silverhand Studios 600eb/month
The Drifter RV 24,995eb

Software

Bulldog(Detect/Alarm) 660eb
Bunnies(Anti-IC) 440eb
Fatal Attractor 10,750eb
Guard-Dog(Detect/Alarm) 720eb
Psychodrome(Anti-Personnel) 14,000eb
Smarteye(Detect/Alarm) 620eb
Termite(Intrusion) 160eb
Vampyre(Demon/Anti-IC) 2300eb
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CHROME

SOME PEOPLE GO FOR THE GOLD. BUT THAT'S NOT WHY YOU'RE HERE.

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CHROME

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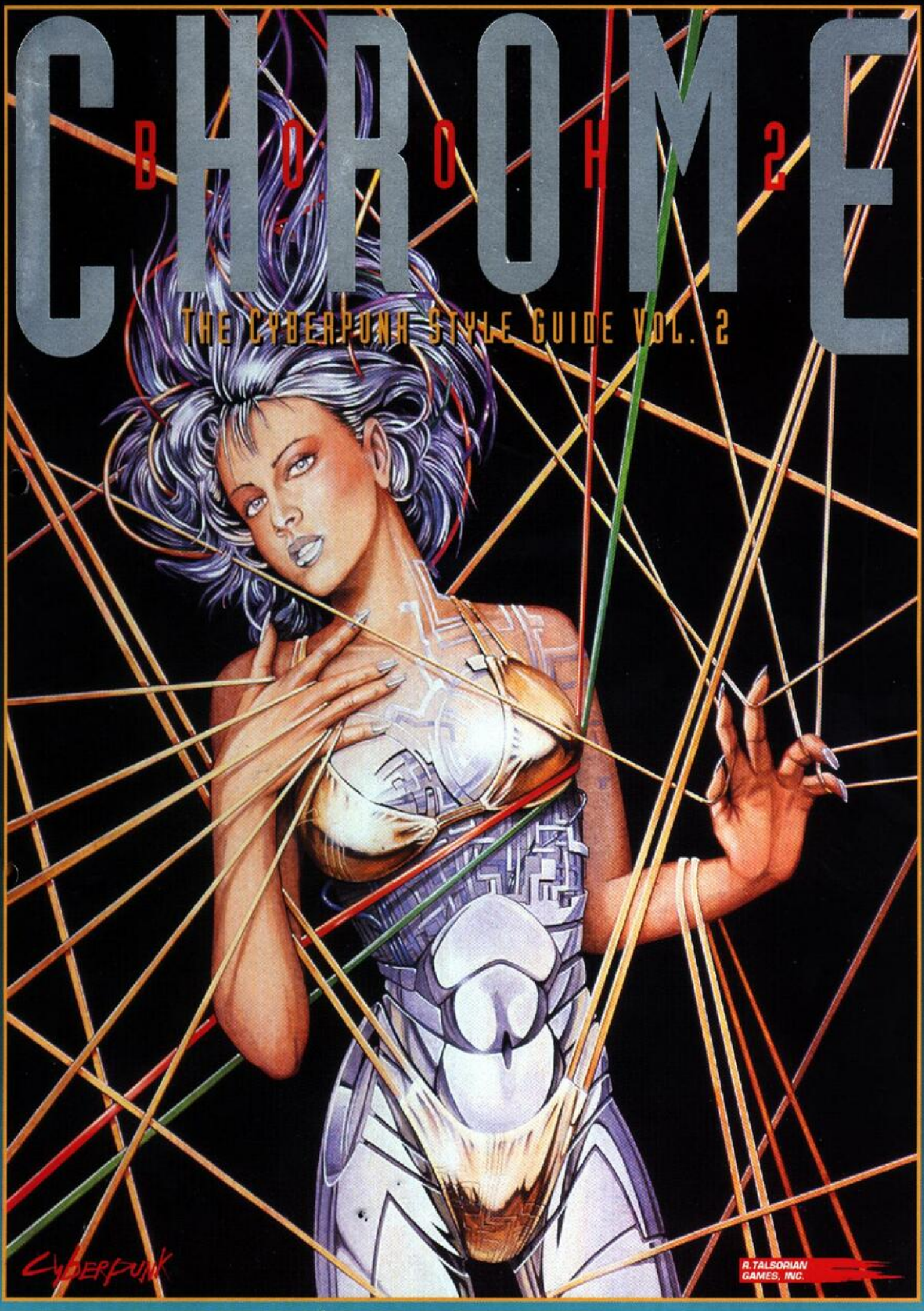
THE CYBERPUNK STYLE GUIDE VOL. 2



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CHROME

BOOK 2

The Cyberpunk Style Guide Vol. 2

R. TALSORIAN GAMES, INC.

CYBERPUNK®

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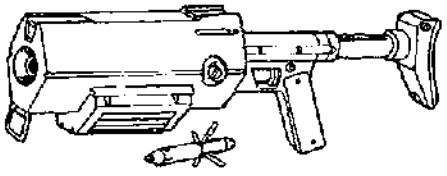

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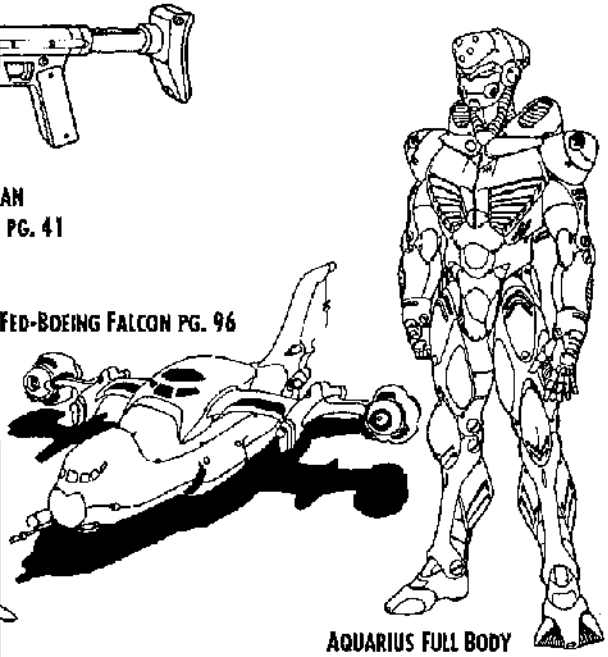

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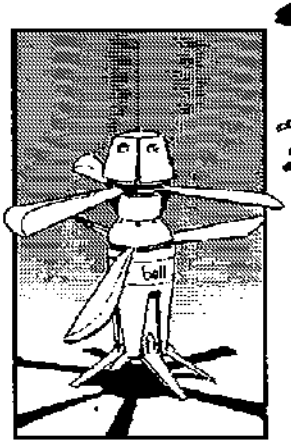

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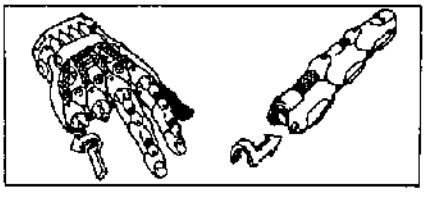
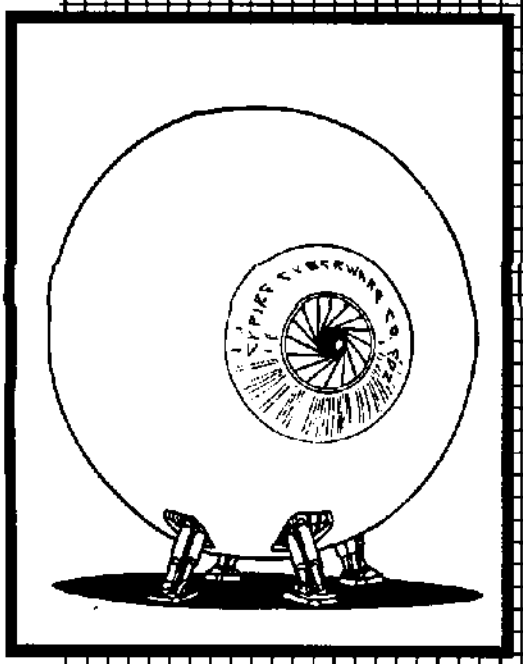
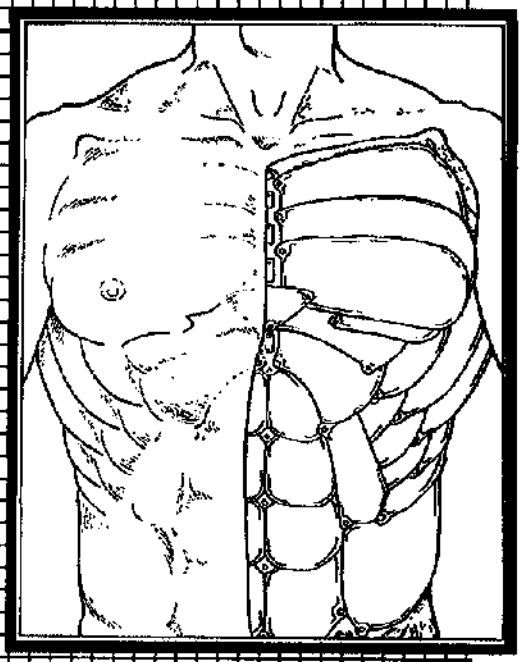


DYNALAR QUICK CHANGE MOUNTS PG. 4

CYBERWARE





"Court the Chrome, become one with it. You need it, and it needs you. You will become stronger in the bonding."

—Quess

"Once you're sure you've got the Chrome on the inside then you can take care of the exterior. If you don't have the interior instinct, don't bother with the trappings."

—Akira Takahashi

"The quintessential 'punk needs quintessential warez. It's a necessity, chombatta."

—Gil Myxx

"Hey, Cyberware's just like factory options for humanity, y'know? Heh."

—Blitz

DYNALAR TECHNOLOGIES "DIGITS" CYBERFINGERS

The latest line of cyberfingers from the minds at Dynalar Technologies. Compatible with any standard cybernetic hand or arm; easily installed in the privacy of your own home.

QUICK CHANGE MOUNT **150EB**

A handy click-and-turn mount installed at the knuckle of the cyberhand. Any Dynalar cyberfinger can be modified for use with a quick change mount for 20eb. HC=1

VIDCAM **400EB**

Designed in conjunction with Kiroshi Optics, this cyberfinger contains a miniature video camera designed to transmit its input to a Kiroshi Video Imager (*Chromebook 1*, pg.39). This cyberfinger is ideal for peering around corners unobtrusively. HC=2 The vidcam can have **one** of the following options.

Passive IR 200eb
Teleoptics (10x) 225eb
Lowlite 100eb

SELF-PROPELLED GRENADE **200EB**

The first joint of the cyberfinger is a self-propelled grenade (7m range). 2D6 damage to all targets in a 2m diameter. Replacement grenades cost 25eb. each. Caution: Black market cyberware in most judicial regions. HC=2

AIR HYPO **200EB**

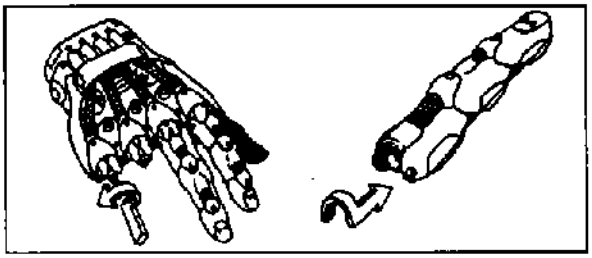
Miniature "Bones McCoy". Drug container plugs into a socket below the knuckle. Enough compressed air for 4 injections. Replacement air containers are 3eb. each. See *CP2020*, pg. 112 for available drugs. HC=1

TRACKING DEVICE **300EB**

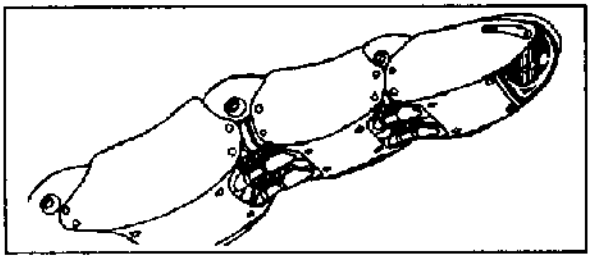
Another cyberfinger designed in conjunction with Kiroshi Optics. This cyberfinger contains a tracking device with a range of 3km. It transmits the direction and distance to a TimesSquare display. This cyberfinger holds 2 magnetized tracer bugs that it can launch at targets up to 3m away. Extra bugs are 10eb each. HC=0.5

LIGHTER **25EB**

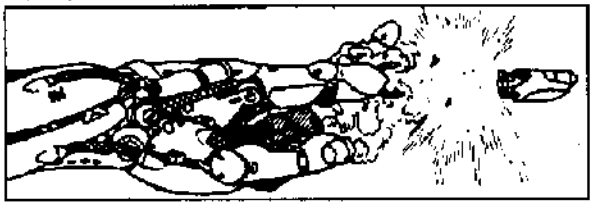
A miniature flame lighter. It has fuel enough for 2 hours of continuous use. Extra fuel 1eb/refill. HC=2



CHANGE MOUNT ▲



VIDCAM ▲



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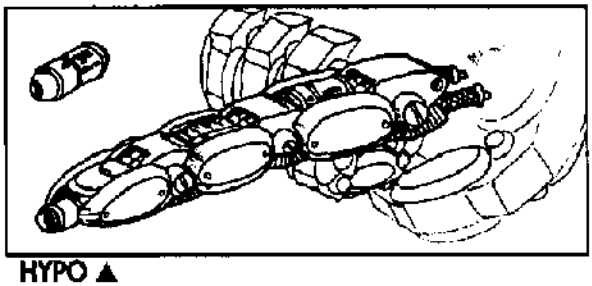

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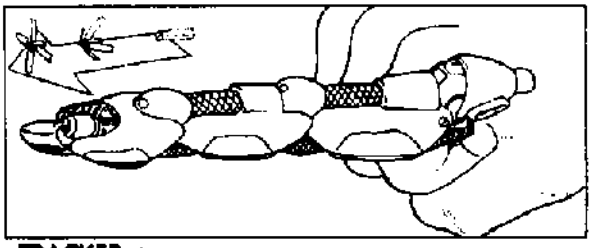


TRACKER ▲

LIGHTER ▲

KIROSHI OPTISHIELD OPTIONS

There's no need for cyberoptics with Kiroshi's new OptiShield options. This line of options are exactly the same as the standard cyberoptic upgrades (2 options per OptiShield).

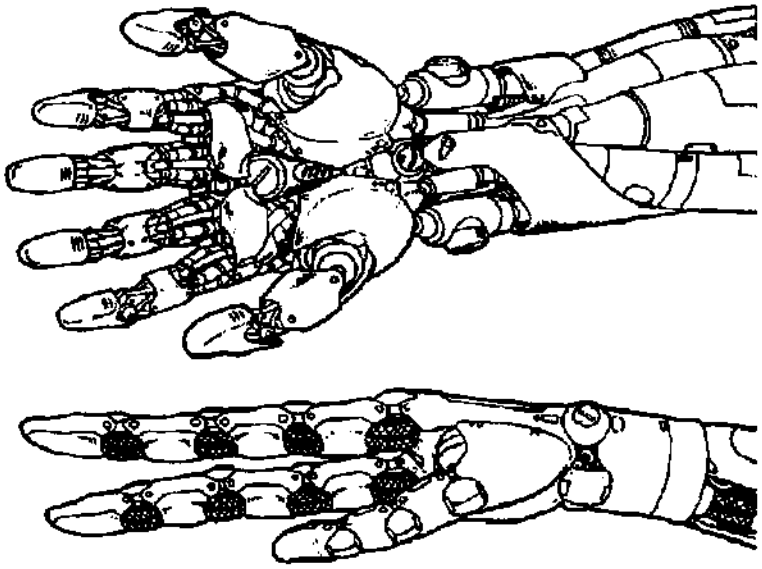
Times Square	250eb
TimesSquare Plus	500eb
Teleoptics	150eb
Lowlite	200eb
Infrared	250eb
Time/day display (uses no options)	100eb

Game notes: See *CP2020*, pg.67 for descriptions; HC is at 1/2 normal. See *Chromebook 1*, pg.38 for TimesSquare Plus, pg. 31 for OptiShields.

WINCH 500EB

Cyberarm option. A winch is installed in the arm. The winch has a hook and a 15m cable which is driven by a powerful motor. The winch's motor is capable of pulling up to 1 ton. Uses all option spaces. HC=1D6+3.

Game notes: Of course, the user wouldn't be capable of pulling a ton without anchoring himself in some way. Muscle/bone lace or a linear frame is required to gain full use of this cyberoption. You can operate at only 33-50% of capacity without them. If the limits are exceeded, the character takes 1D6 damage and his BOD is reduced by 1 for 1D6 days due to muscle/ligament strain.



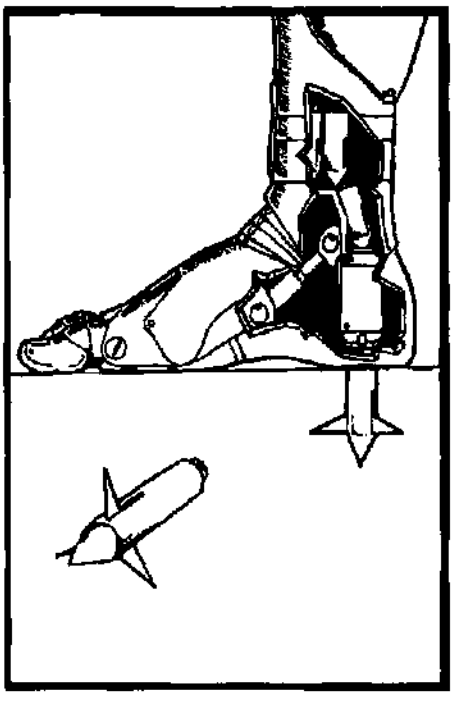
CYTECH CUSTOM CYBERHANDS 900EB

The latest line of cyberhands from Cytech includes three, four, and six-fingered hands, as well as cyberhands with joints that can bend in either direction. Do you think your cyberarm is too drab and ordinary? Cytech can help you rise above the crowd.

Game notes: The primary game effect these cyberhands have is in the realm of cyberfinger capacity. Double-jointedness gives +1 to *Dodge/Escape* skill attempts when escaping from bindings. Cytech offers a service to customize cyberhands, including plating the hand with precious metals and configuring the joints and fingers to specifications. The HC is unchanged. Special effects are up to the Referee.

ANCHORING CYBERFEET 400EB

This cyberleg option (uses 2 spaces) has anchoring spikes with fold-out hooks. The spikes can penetrate anything with an SP of 12 or less. These cyberfeet can be used to adhere to a surface or to avoid being knocked down. The anchor spike detaches when you wish to move again. This device can be used 4 times before the spikes must be replaced. Cost:120eb. HC=3

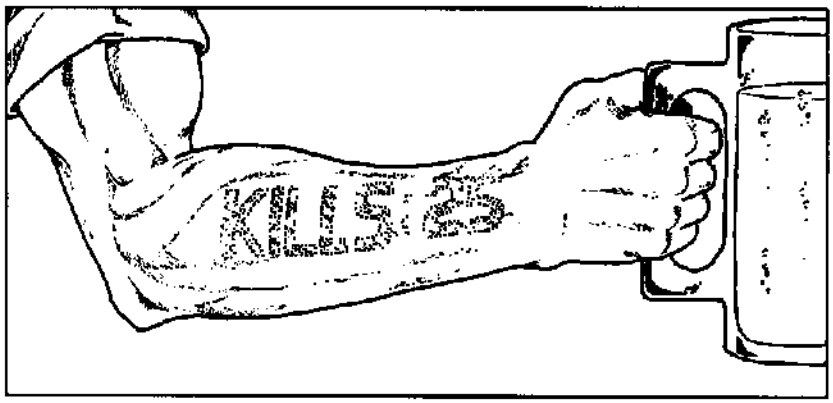


QUICKDRAW ARMHOLSTER 200EB

This cyberarm option consists of a concealed, spring-loaded holster installed in the forearm. The holster launches anything the size of a light pistol (P class concealment) or a knife into the hand of the cyberarm (adds an extra +2 to Initiative when a fast draw is declared). Uses 1 option space. HC=0

KILL DISPLAY 100EB

Sure you've got a lot of kills, but those street punks still keep hasslin' ya. What do you do? Maybe you should advertise your expertise some to get the boosters off your back. Similar to a skinwatch, a Kill Display shows in prominent glowing letters and numbers "KILLS: xxx" (any three-digit number you enter with a special key). The display can be any size from 2" X 2" up to 6" X 6" and placed anywhere. The actual number displayed is on the honor system, but if they have any doubts as to the veracity of the total, why don't they ask you, eh? HC=1, Surgery: N



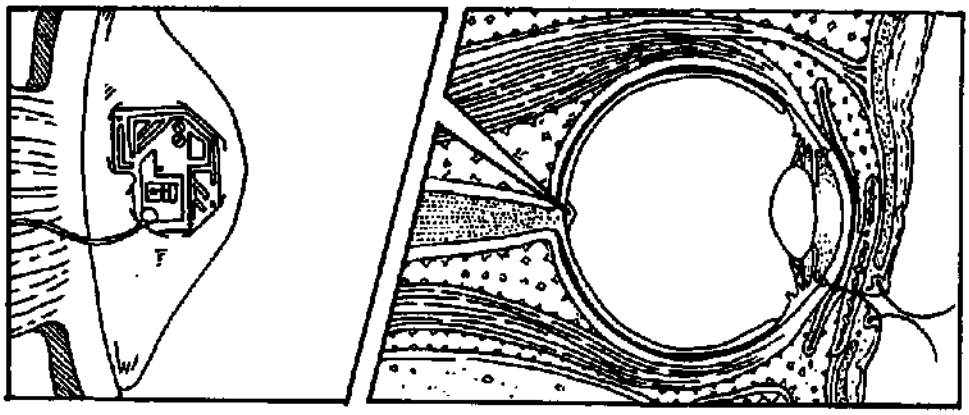
TRI-DART LAUNCHER 300EB

Cyberpunk Three dart launchers are installed between the knuckles of the cyberhand. Each launcher contains 1 dart that will inflict 1D6/2 damage (armor is at 1/3). All three darts may be fired simultaneously or separately. They are silent, and can be poisoned or drugged. HC=1D6/2

WETDRIVE ACCESS LINK 200EB

This co-processor will allow the owner of a Wetdrive memory unit to mentally link to the wetdrive memory without external interface cables, calling up information as desired. The information is not "known" as with MRAM chips, but has to be called up exactly like a computer. A character is essentially "studded in" when accessing and as such, is relatively helpless. HC=1D6/2, Surgery: M

COLOR GLAND CONTROL 250EB

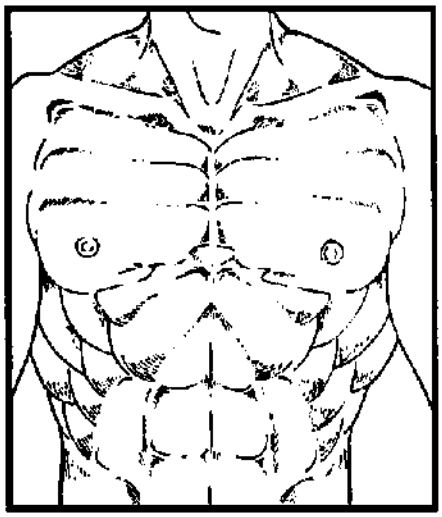


There's a little gland in the back of your eye that generally works only once in your life; changing your eye color from blue (the color ALL human babies' eyes are) to your adult color six to eight weeks after birth. With the color gland control unit (a small electrical unit which stimulates the gland's functioning), you can change the color of your eyes to almost every color in the spectrum without having to have cyberoptics. The shift takes 1D6 minutes to affect and the colors must be pre-programmed in. HC=1, Surgery: M

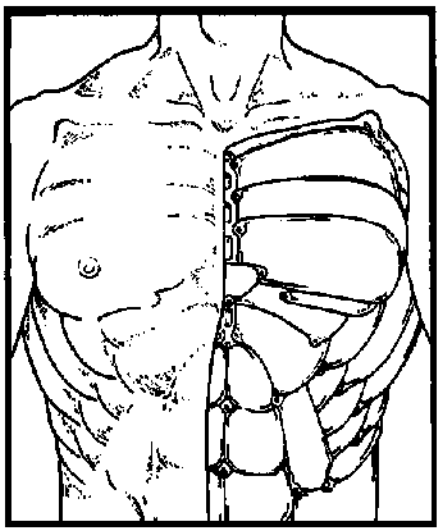
Dynalar

GRADIATED SUBDERMAL ARMOR (TORSO)

Adapted from the old version (*CP 2020*), and slightly altered to give those who prefer discretion the opportunity to be discreet about their personal enhancements, subdermal armor can come in a variety of SP ratings and thicknesses. All require CRitical surgery. The Attractiveness loss is permanent and cannot be remedied with plastic surgery. The reflex penalty has been known to be removed by using high-tech orbital materials. (Approx. 8x cost for each -1 REF you want to remove at GM's call.)



Chest (Exterior View)



Chest (Surgical View)

SP	HC	COST	DIFFICULTY TO SPOT	ATTR LOSS	REF LOSS
6	1D6/3	350	Impossible (35+)	None	None
8	1D6/2	500	Impossible (32)	None	None
10	1D6/2+1	650	Impossible (30)	None	None
12	1D6	800	Very difficult (25)	None	None
14	1D6+2	1000	Very difficult (25)	None	None
16	1D6+3	1100	Difficult (20)	None	None
18	2D6	1200	Difficult (20)	-1(50%)	None
20	2D6+2	1450	Average (15)	-1	-1
22	3D6	1750	Easy (10)	-2	-2

Dynalar

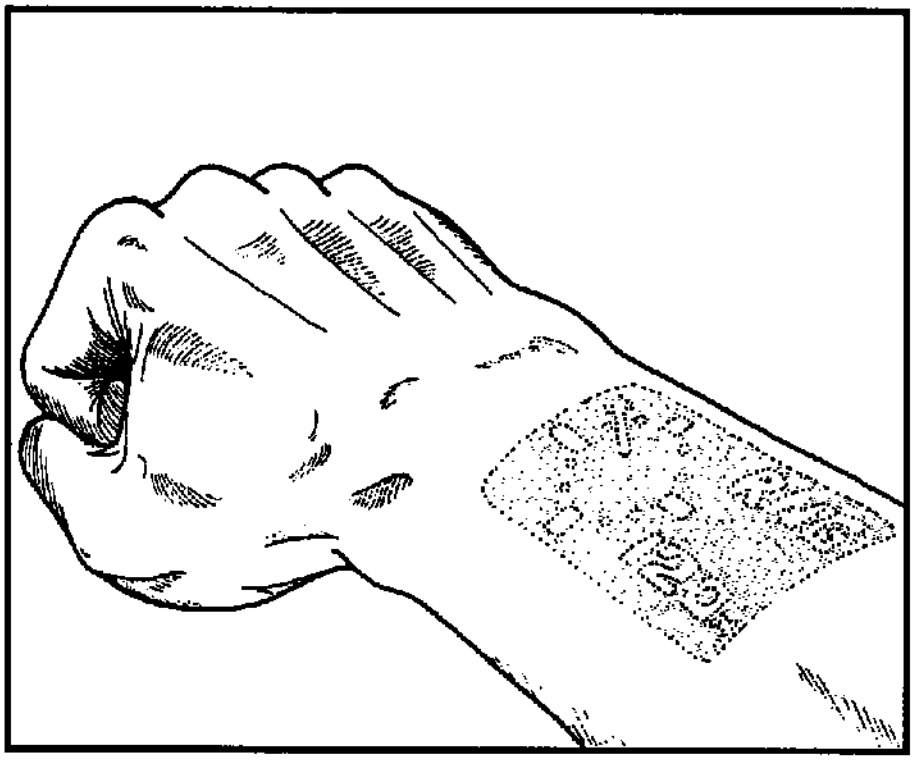
SUBDERMAL ARMOR (SKULL)

Hey, your skull doesn't have any moving parts, at least not in the important places, like right over your brain! So why not get subdermal plating on your main cranium? It protects like a helmet in every way (there's a 1-4 on 1D10 chance any head attack hits an unprotected part—like your face or neck; subject to Ref's ruling). Requires MA surgery.

Game Notes: Subdermal armor on your *face* and *neck* also sounds like a great idea; right? Not so. Average skin thickness on your face is less than half an inch. Adding a 1/4 inch thick rigid kevlar weave to your torso and skull is possible, but not on your face.

SP	HC	COST	CHANCE TO SPOT	ATTR LOSS
4	1D6/3	300	Impossible (35)	None
6	1D6/2	550	Impossible (30)	None
8	1D6	750	Very difficult (25)	None
10	1D6+2	1000	Difficult (20)	None
12	1D6+3	1200	Average (15)	-1(50%)*
14	2D6	1400	Easy (10)	-1

*Chance of loss



SUBDERMAL VIEWSCREEN 250EB

For those without the benefit of a standard Times Square Marquee, or any other of the multitude of readout options, a small glowing LCD screen is inserted under the flesh of an easily accesible area, usually a forearm. It can be read in bright glowing letters that pan by, showing up to five lines of type at one time. This unit will not work with Times Square Plus or the Video Imager. HC=1D6/2, Surgery: M

ZETATECH BODYCOMP 1,750EB

PERSONAL COMPUTING TAKEN TO THE LOGICAL EXTREME!

ZETATECH®

The BodyComp is the latest in microcomputing; a computer so small it can be implanted in the human body, yet as powerful as an E-Book! A unit the size of a large lighter is implanted in the torso, and links are run to the user's Neural Processor by nanomachines. Power is supplied by a pair of microfine blood turbines, implanted in the pulmonary and femoral arteries.

The BodyComp has functions and capabilities equal to a E-Book. (No chipslot, but it can read from the player's Chipware socket or a chip player plugged into an Interface Plug.) It requires Times Square Plus (orVideo Imager) and Cyberaudio to operate (it can be plugged into a Kiroshi Optics HUD, but without audio). Hardened systems are available, but this option cannot be retrofitted. BodyComps can be outfitted with all CompuMods and other modifications, but the sensors are separate; they can be installed in a cyberlimb (usually taking up about 1/3 of an option space each) or carried separately and jacked in with a special cable and multi-processor (50eb). For an additional 125eb, the unit can be hooked up to a character's Wet Drive, allowing for extra memory (and an easy way to see what you're carrying).

Game notes: If the unit is not EMP hardened, a hit by a microwaver will usually (70% chance) wipe the BodyComp's memory (but not an attached Wet Drive) and will inflict an additional 1D6-2 damage in feedback and burns. HC: 1D6+4, Surgery: MA

NANOOPTICAL UPGRADE 1500EB

For those of you loathe to replace your natural orbs, you can have specialized Nanosurgeons rebuild your retinas and optic nerves for a song! These nanosurgeons work ONLY on natural eyes. They give the character capacity for Infrared and Ultraviolet spectrum pickup and allow +2 to night vision.

Game Notes: Reduces darkness penalties; see *CP2020*, pg.32) The process takes 1 week and the character is blind for 5D10 hours after the treatment (blindness begins 2D6 hours after injection) due to the fact that the nanosurgeons are taking your retina apart and rebuilding a partially fiber-optic coated LCD latticework into it. HC=1D6/2, Surgery: N

RETRACTABLE VAMPIRES

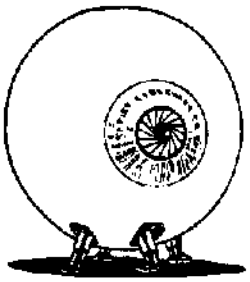
Created on request by Sycust several times, the resulting patents were transferred to a subsidiary mass-production cyberware company, Cyphire Cyberware. The entire upper and lower jaw must be removed/rebuilt with new spring housings inside. Extended bite versions are also available, modifying the jaws to open wide enough to stick a baseball in comfortably. All retractible teeth are between 3/4" and 1" long. **Note:** extended bite =knife for AP effects.

- Retractable vampires or sharkgrin: Cost: 500eb, HC=2D6+2, Surgery: MA
- Extended Canines (1D6/2+1 dam. due to deeper bite): Cost 1000eb, HC=3D6+2, Surgery: CR
- Sharkgrin Special Extended (1D6 dam.): Cost: 1400eb, HC=4D6, Surgery: CR

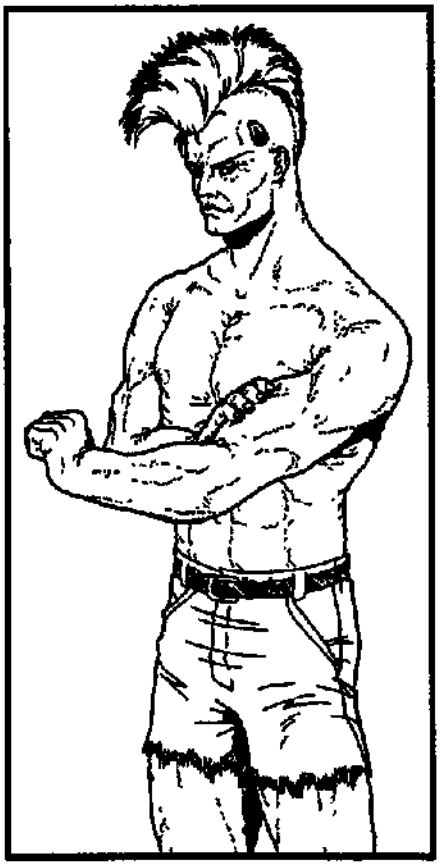
TOTAL BODY PLATING 6,800EB

This is a fully-armored exoskeletal "shell," with no internal reconstruction. The entire body is covered in a damage-resistant, hybrid ceramic material which is porous so that the body can breathe. The entire body receives SP20 armor (and is gas/flash-resistant due to filters), but suffers a -3 to REF. -1 to Stealth. Nanotechnological micromachines heal penetration damage to the armor at the rate of 1 point per day. Total body plating is very obvious, making the cyborg look like a metallic or plastic person (visual features and effects vary). Appearance reduced by 1/2; can be regained by body sculpt/design. Because of the nanotech support mechanisms, this form of 'plating can **only** be done to the **entire body**. HC=8D6, Surgery: 2xCR; yearly maintenance 680 eb.

REMOTE EYE 1 500EB



A strange and particularly disturbing idea created by the Cyphire Cyberwear company. Upon internal command, the eye *detaches* and can be placed in a small mount with magnetic and velcro feet (standard equipment that comes with the eye). It then transmits back to the user as if he/she were seeing from that position! You must have a receiver set or Video Imager in your other eye. Only ONE option space is open for the Remote Eye. Transmission range is 100 meters. HC=3D6 per eye, Surgery: MA



UPGRADED SKINWEAVE

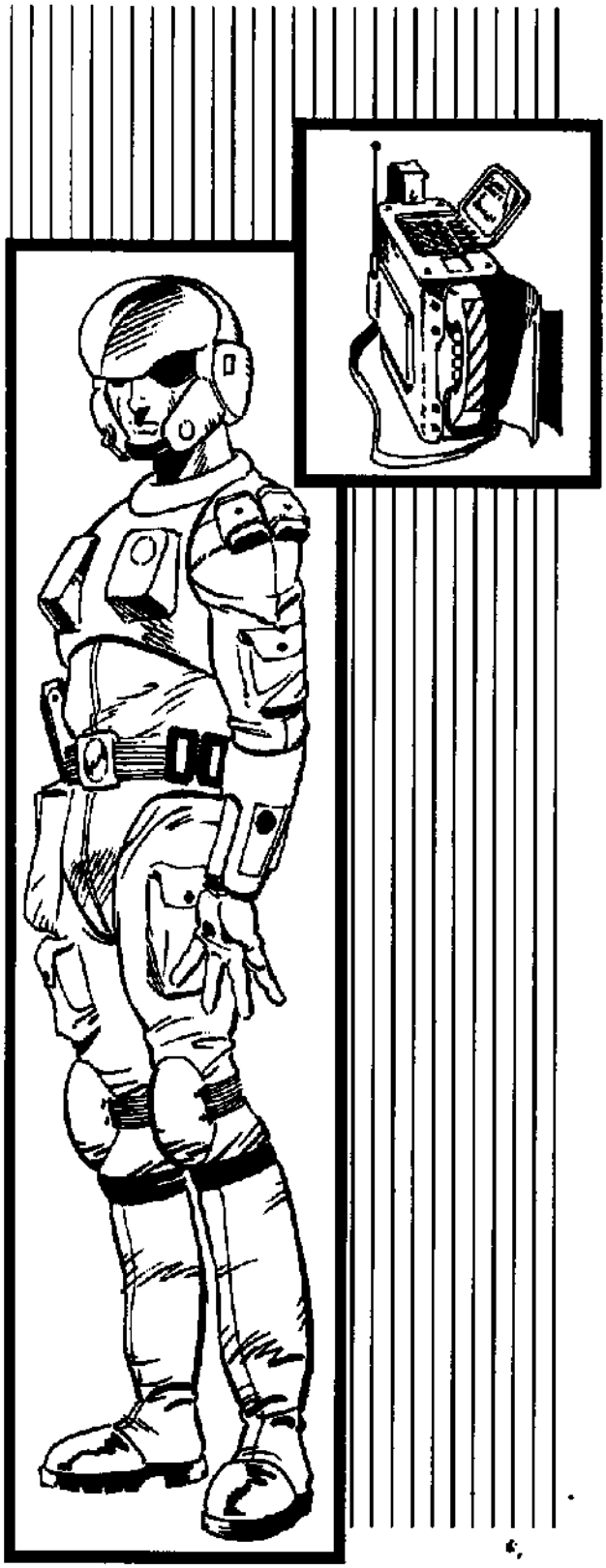
Skinweave of lighter or tougher stopping powers is available almost everywhere standard skinweave is found. Below are costs and HC for differing armor values. Also listed is the Awareness difficulty to notice the skinweave. Attractiveness loss cannot be remedied with bodysculpting, because the woven skin looks and feels like tough rubber or plastic.

Skinweave can be upgraded to different levels at the full cost of the new level. (e.g., you have 8SP and want 12SP, you pay full 12SP price) Remember, skinweave cannot be downgraded or removed without undergoing a treatment equal in price and time to the original treatment, so choose carefully!

SP	HC	Cost	Spotting check	ATTR loss
6	1D6	1000	Impossible (35+)	none
8	1D6+1	1250	Impossible (30)	none
10	1D6+3	1600	Very diff. (25)	none
12	. 2D6	2000	Difficult (20)	-1(50%)*
14	2D6+2	2400	Difficult (20)	-1
16	2D6+4	2750	Average (15)	-2

*Chance of loss

EQUIPMENT



"Whatever you need, you can find it here. The latest Chromebook has all the necessities for the street. There's crucial programs for the Netrunners. For all the Rockerboys and girls there's rhythm boxes and programmable axes. The deadliest of weapons are available for the Solos. New Campods for the Medias, and streetlethal corpwear for the executive with an attitude. If you're a Cyberpunk, then you need Chrome. If you have the Edge on the inside, then you need the meanest Edge that euro can buy on the outside."

—The Chromebook, downloaded for June, 2020

"Hey, can you spare some euro for a fellow 'punk who's down on his luck?"

-The Bogie, leader of the Bogarts poser gang

BIOTECHNICA NUTRISUPPLEMENT 10EB

This nutrient-rich drink produced by Biotechnica will provide alternative sustenance for those who don't have time to bother with food. The Nutrisupplement will not only provide all essential vitamins, it will also negate hunger. Just drink one bottle of Nutrisupplement a day and you won't need any other sustenance. Comes in a variety of flavors. Weight 0.5kg.

Game notes: The Nutrisupplement can only be used for a week at a time, because it does not sufficiently meet all of the body's requirements. After that time, the character will lose 1 point of BOD every week.

BIOTECHNICA

NYMPH PERFUME 200EB

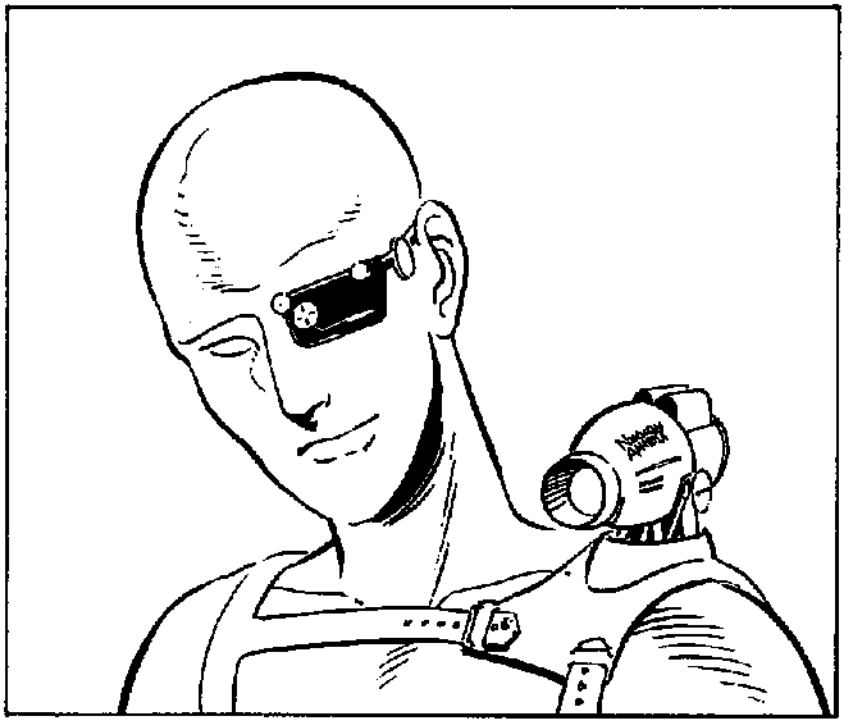
Finally a perfume that goes beyond the aesthetic. Our new Nymph perfume contains special pheromones that will stimulate the sexual centers of the brain. Any member of the opposite sex that inhales your scent will instantly become attracted to you. Available in fragrances for men and women. Nymph perfume is the closest that Biotechnica has come to a love potion.

Game notes: +2 to the use of Persuasion/Seduction skills against members of the opposite sex.

GEOTECH ENVIROSCANNER 400EB

This compact, hand-held unit is capable of detecting and indentifying the level and direction of radioactive and biological contamination within 7m. The Enviroscanner also provides a constant reading of the purity of the oxygen in the area. The scanner has an auditory warning system, so there's no need to constantly monitor it. The scanner has an AC adapter and a rechargeable 12 hour battery. Weight 1kg.

NIKKON AMERICA CAMPOD 1,000EB



Nikkon's new Campod isn't the old head-mounted variety; it mounts on the user's shoulder. The user wears a cordless viewfinder monocle that displays the Campod's input. If the user turns his head then the Campod will automatically follow his view. It may also be left in a fixed position while the user looks elsewhere. Since the viewfinder is cordless, the Campod may be detached from its shoulder harness and left somewhere or used to look around corners. The Campod is ideal for field reporters on the trail of a hot story. It has a rechargeable battery with a life of 12 hours. Weight 2kg.

Game notes: The cordless viewfinder has a range of 15m. The Campod is made to take quite a beating, so it has an SP of 8.

SecSystems Protection Field 750eb

Rockers!Tired of being mobbed by overzealous fans? Try SecSystem's Protection Field on for size. The Field consists of a thin, lightweight harness that is worn under your clothing. The device emits a high-voltage static field in a 2m diameter. If anyone comes within range they will receive a mildly discouraging shock (no damage, make Average COOL to approach again). If they come within 0.5m they will receive something much more considerable (1D6/3 damage, Difficult COOL roll). The Protection Field does not affect the wearer. (The same cannot be said for any electronic devices he might be using at the time. Effects are at GM's discretion.) The batteries hold enough power for 5 hours of continuous use. Replacement batteries are 6eb each. Weight 1.5kg

Mead Electronic Notebook 860eb

This souped-up lapcomp has 6MegB RAM, a 30MB hard drive, a full page color display, an internal cellular fax machine, a digital dictating machine, and an external hand scanner for copying documents or pictures into memory. It is very durable (SP=4), and has an AC adapter and a rechargeable 12 hour battery. Weight 2.5kg.

DataTel 2350A Vidphone 150eb

More than just a phone, the Vidphone sends visual images as well. This model Vidphone has a call screening feature, a focus and zoom control, a built-in fax, and an answering machine. **Game notes:** Vidphones come in a variety of sizes; they can be as small as a laptop, or they can fill a whole wall (400eb).

Microtech Virtual Reality BBS 10,000eb

Tired of tying up the memory in your own deck for a virtual reality? Now you have an alternative. Microtech's VR-BBS is a cybermodem specifically designed for use as a Virtual Reality generator. This cyberdeck has a specialized Creator program that makes it easier to generate a virtual reality. When using the specialized programs treat the realism multipliers as being 1 level less. Weight 8kg.

Game notes: (MU40, Speed +1, Data Walls +3, only 10MU can be used for active running, the rest is VR storage.)

FROSTECH PORTABLE CRYOGENIC CASE 250EB

The Frostech CryoCase is a 2'x 2'x 1' case that is ideal for moving and preserving organs and tissue. Perfect for body bank couriers or Trauma Team members, the CryoCase can maintain and preserve human tissue for up to 12 hours. It has a 24 hour rechargeable battery, and may also plug into any standard outlet. The CryoCase is highly durable and damage resistant. Weight 2kg. **Game notes:** SDP=5, SP=10

PORTABLE ELECTROPACK 100EB

This is a hand-held power pack that can provide 6 hours of power for any 110 volt device. The recharge pack itself is rechargeable. It reaches full charge in 2 hours. Now you can make any of your appliances fully portable. Weight 2kg.

KIROSHI OPTICS REMOTE CYBERCAM 20 350EB

Perfect for surveillance or security, the remote CyberCam is designed to work in tandem with Kiroshi's Video Imager cyberware (*Chromebook 1*, pg.39). The CyberCam sends its video image directly to the Video Imager. This is perfect for being in two places at once. The CyberCam is about the size of a fist and has a range of 2km. It can be plugged into any standard outlet and also has a rechargeable battery with a 24 hour life. Weight 1kg.

SECSYSTEMS DETENTION COLLAR 260EB

No need to worry about troublesome prisoners with SecSystem's Detention Collar. This highly durable collar locks into place around the prisoner's neck. You hold the remote for the collar which can cause it to deliver a considerable shock (1D6/2 damage). Or it can deliver a dose of a paralysis or relaxant drug (Difficult BOD check to avoid effects, unmoving/unconscious for 1D10 minutes otherwise). If the prisoner moves beyond the range of the remote (10m) the collar automatically delivers the shock and/or the drug. The collar has a rechargeable battery with a 48 hour life; 5 drug doses can be injected. Weight 0.5kg.

DDI PRAYERWARE 120EB

Because God can't wait and you shouldn't have to!

Times and technologies change. Like everything else, Religion has been forced to adapt. In the old days, people had time to spare to visit places of worship. Today's rushed lifestyles leave little time for the pleasures of spiritual renewal. Now, Digital Divinity Incorporated brings the House of God to you. Each wallet-sized PrayerWare unit instantly connects its user to an ordained minister of the user's faith. The small video screen allows for personalized religious guidance. DDI's patented PrayerWare is approved by the World Interfaith Council.

"Once, when I was pinned down in this alley, I used my PrayerWare to call my priest for spiritual help. And help me he did—'specially when he showed up with the Holy Fathers of the Perpetual Railgun to save my heathen soul. Religion sure can be a comfort to a believin' man.

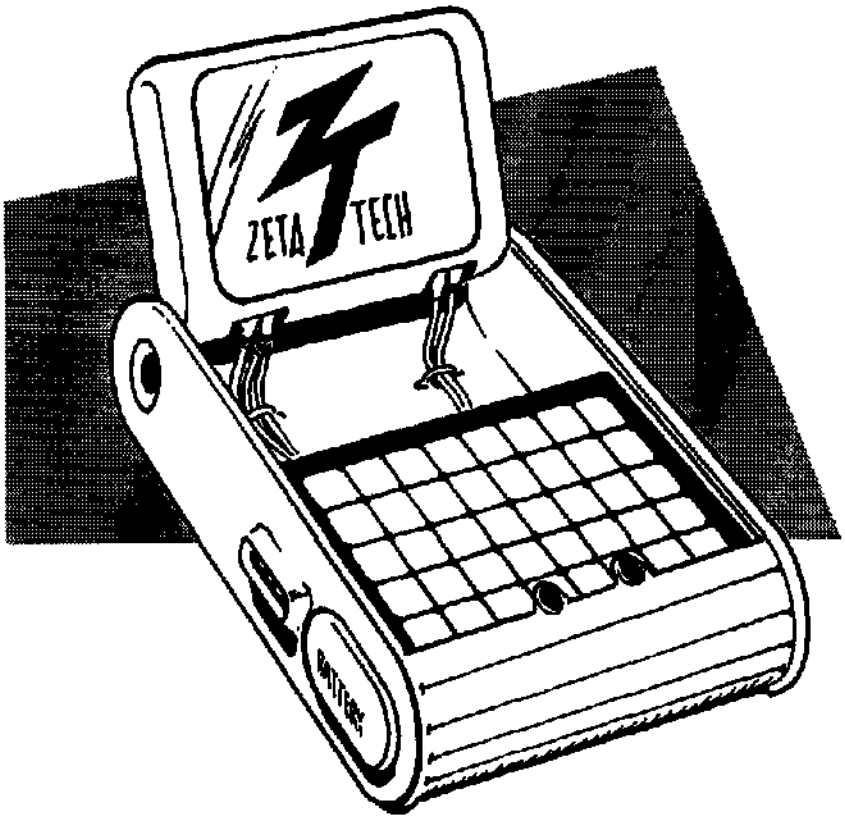
—Ripperjack

SECSYSTEMS MAGLOCK 300EB (+80EB FOR CAMERA)

If you find yourself spending the night in an unsafe place, then you need SecSystem's new Maglock. This durable, portable magnetic clamp lock is usable with any door. As an option, it can have a fiberoptic camera that allows you to see what's on the other side of the door. The fiberoptic camera can run off solar power or a rechargeable 12 hour battery. There won't be any nasty surprises with the SecSystems Maglock. Weight 1kg.

Game notes: SP=15, Difficulty level to break through =25+

COMPUTERS & PERIPHERALS



ZETATECH "E-BOOK" MICROCOMP 100EB

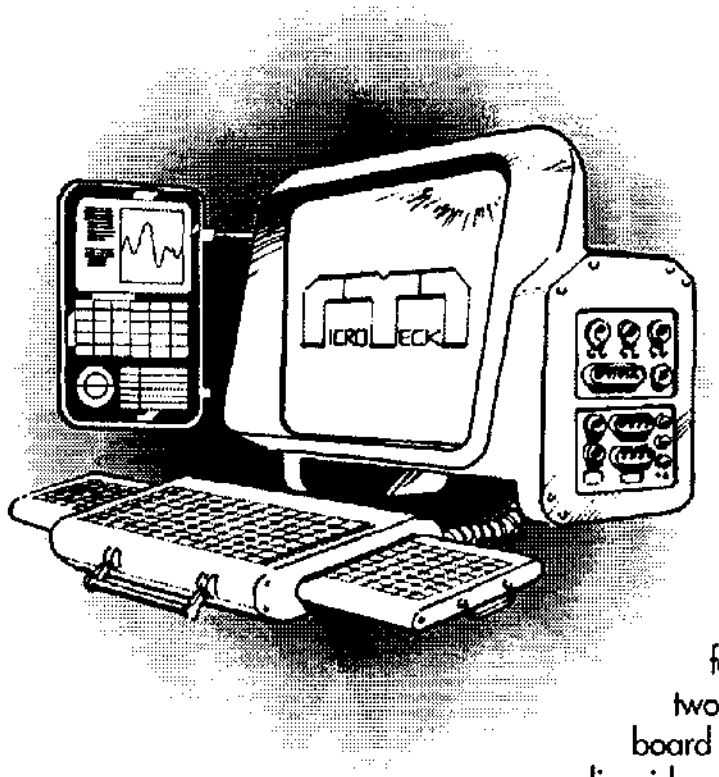
Maximum data, minimum bulk!

As important as a wallet, as common as a wristwatch, Zetatech's E-Book series (and hundreds of other models from a host of competitors) can be found almost everywhere in 2020. The E-Book is a 15.4cm by 7.6cm by 1.3cm pocket computer with a keypad and one chipslot, housed in a hardened ceramic housing (designer colors are available). Able to function for 5 hours before its batteries need to be replaced, this entirely portable system uses a liquid crystal processor (a CPU with an effective INT of 1) boasting 12MU of programmable memory. The liquid crystal CPU can run one program at a time, but netrunning is impossible with an E-Book. The chipslot can accept digital audio chips as well as standard datachips, and it can even process video (although the screen is a bit small for this.) A cybernetic version is available for a 40% increase in price (140eb), and adds +2 to any INT/TECH skill roll. Capable of accepting a multitude of attachments, many custom versions can be found on the street, functioning as bug detectors, encryption units, biomonitors and codebreakers. Perfect for the edgerunner on the go!

EBM "PCX" MINICOMP 900EB

Still the most powerful, still the most popular!

This common portable system is housed in a lightweight impact-resistant plastic casing (available in several colors) with a folding handle for easy transport, and the entire package measures 5.1cm by 35.6cm by 51cm and weighs one kilogram. It can run off house current or an internal 2-hour rechargeable battery. The processing core of the PCX is a multitasking superchip (treat as a CPU with an INT of 2) driving a 25 Memory Unit storage bank. The superchip can run two programs at a time, but this unit cannot be used for netrunning. The unit's dual datachip ports can accept and play any kind of digital chip, allowing the PCX to double as an audio/video player. The touch-sensitive keyboard and high-definition screen can be folded away for transport, or removed to be replaced with other peripherals. EBM also markets a factory-standard cybernetic-interface version of the PCX, available for a 40% increase in price (Cyber-PCX is 1200eb and adds +1 to any INT or TECH skill rolls that can be computer-assisted). Arguably the most popular laptop model computer in the 21st century, EBM's PCX series still has some competition from similar products marketed by Microtech, ARC, Mitsubishi and others. Just about every home has a minicomp like this one, and many a sweatshop and underground weapons factory have made use of these babies as well!



MICROTECH IIKL-4 WORKSTATION 1200EB

Mainframe power on your desktop!
Considered by some to be the most versatile personal computer on the market today, the IIKL uses an advanced optical 90689 multiprocessing chip (treat as INT 3) as its processing core, making it one of the most powerful personal computers on the market today. With 40MU and the ability to run up to three programs simultaneously (No, you can't use this one as a cybermodem either, poser.), the IIKL is popular for high power CADaM and illustration. With two chipslots, ports for Two SCSI-4 chains and onboard protocols that can read and write data for audio, video, and braindance chips, the IIKL is also popular with underground recording studios, as it can control the entire studio through its MIDI port, and encode on up to 20 chipreaders at once! The IIKL comes with a 2'x2' video board, full stereo output and an extended keyboard. A cybernetically controlled version is also available (+40% to cost), as are a wide number of peripherals. **Note:** the IIKL is about the size of a modern desktop computer...it's portable, but only in a large case. Very common in pirate radio stations, underground studios and publishers.

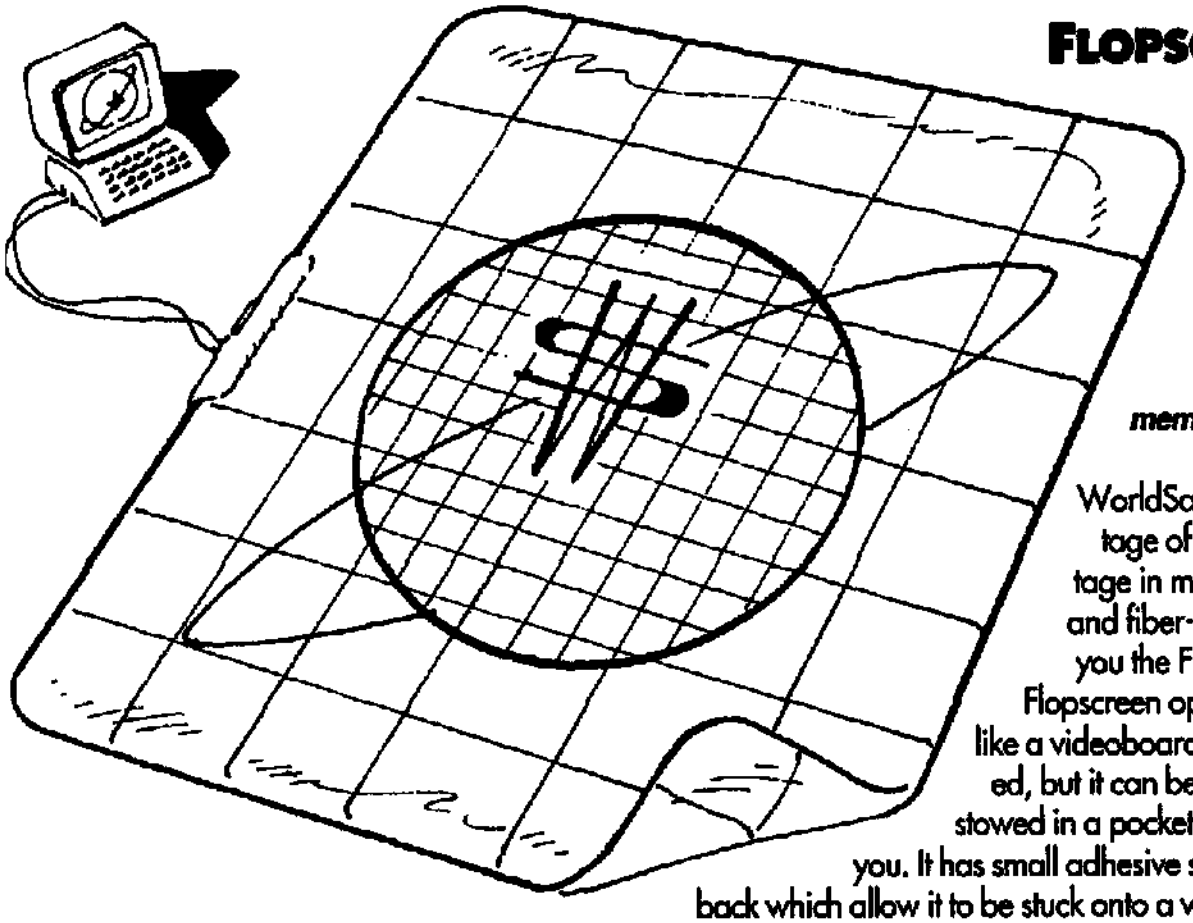
TELECTRONICS "BLACK BOOK" MICROCOMP 250EB

The portable police processor that puts perps in their place!
Designed as a compact computer system for urban patrol officers, the Black Book is the size and shape of a common pocket computer, and can be found on the hip of almost every 2020 cop (sometimes it is built into the dash of a patrol car). The Black Book has all the capabilities of a standard microcomp (see Zetatech's E-Book, page 14), and is packed with police modifications. It has a cellular communications link for immediate access to police Net-based databases. Its left side has a slot for reading the magnetic strips of driver and weapon licenses, and the front end has a heat-sensetive optical scanner for fingerprint identification. The small videoscreen can be used to call up criminal records, and a tiny laser-printer can be used to run off a ticket or summons in seconds. Although the Black Book comes chipped for interface, it has a small keypad as backup. Housed in a nearly-indestructible kevlar frame, the Black Book can withstand a hit from a .357 Magnum (SP15) and is also shielded against microwaves and EMP!

LANGUAGE PROCESSORS

Bring your system into the 4th generation!
Microtech is now offering aftermarket retrofits for any and all computer systems, allowing them full voice recognition and language comprehension ability. Take your unit to your nearest Parts N' Programs, and for 40% of your computer's original cost, you can do away with keyboards and protocols entirely! **Note:** Microtech markets its own versions of the PCX and E-Book with these processors already included (cost is only 20% more than normal). The processors can also be bought separately and installed in 1D6/2+2 hours on an electronics roll of 25.

WorldSat Communications Flopscreen™ 400eb per sq. foot



Molecular memory for versatile video!

WorldSat takes advantage of recent advantage in memory plastics and fiber-optics to bring you the Flopscreen. The Flopscreen operates exactly like a videoboard when unfolded, but it can be rolled up and stowed in a pocket, or what have you. It has small adhesive surfaces on the back which allow it to be stuck onto a wall or floor (or ceiling) for display when connected to a computer. The Flopscreen can even be used while hanging on a rack or piled in a heap, although image distortion will occur.

Direct Dataware EXPERT Series Computer Skill Programs

These programs come prepackaged in small plastic boxes, complete with an instruction booklet and software stored on standard datachips (1MU per chip, each skill level uses one MU). Because of their MU size, the programs must be stored on a computer's memory unit to be usable. These skill programs will add to the user's INT skills, but they take time to run (one second per level of skill), unlike MRAM skillchips. Skill programs available include *Accounting, Anthropology, Botany, Chemistry, Corporate Policy, Diagnose Illness, Expert* (subjects vary), *Geology, History, Language, Library Search, Mathematics, Physics, System Knowledge,* and *Zoology.* **Note:** Desktop computers can also run Netrunner Utility programs (which function and cost as described in the *Cyberpunk* rulebook), Visual Recognition Chips (*Chromebook 1*, pg. 76), and can even store small virtual realities! Base 200eb for Level 4, +100eb per added +1 up to Level 8.

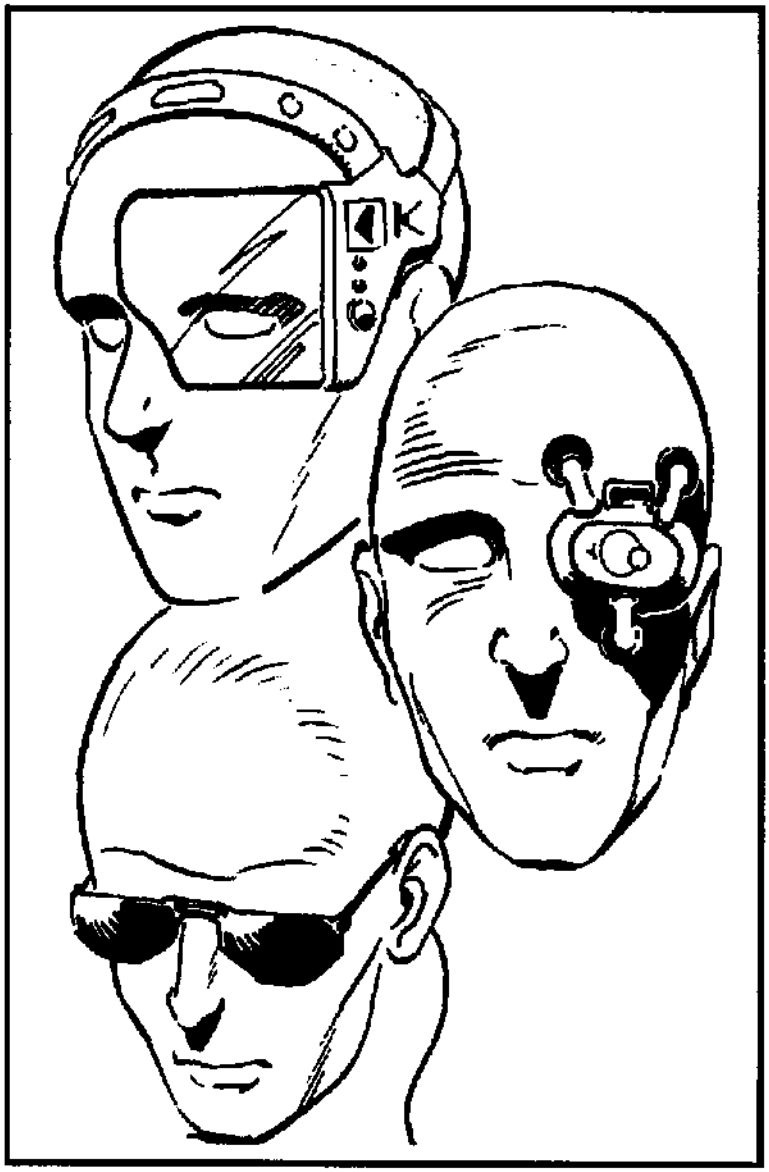
Datatel "Treasurer" Datawatch 55eb

Elegantly styled, finished in gloss black, the Treasurer is an environment-proof 26-function digital watch (calendar, world time, stopwatch, lunar phases, thermometer, pressure gauge...) which contains a high-density storage microchip (1MU). Capable of being connected via fiber-optic cable to any computer, the Treasurer can be used to store sensitive data in a very safe spot. Note that this datawatch cannot run skill or utility programs, because it has no processor.

TRITECH DATASHIELDING (20% COST OF COMPUTER)

Makes electronic warfare a thing of the past!

Tritech now offers datashielding as an aftermarket option for your computer system. By replacing the housing of your unit with a lead and hybrid alloy frame, and hardening sensitive electronics, your computer can be made immune to the effects of EMP, Microwaves, and Tempest equipment. This service can be performed at your local Parts N' Programs (or in 1D6+2 hours on an electronics roll of 25).



KIROSHI OPTICS HEADS-UP DISPLAY (150EB FOR GOGGLES, 200EB FOR MONOCLE)

Kiroshi's Heads-Up Displays can be connected to any computer system for totally accessible visual readouts. Both the headset and monocle models display a color image in the user's field of vision, but do not obscure the outside world. This allows full access to computing power without requiring the user to look away from what he is doing. Endorsed by Trauma Team medics (who connect heads-up monocles to their medscanner units) as "a life saver." Also useful for technicians, surgeons, assembly line workers, and many others who need to have access to visual information while keeping track of their task. The display reduces Awareness skill checks by -3. A special version of the Heads-Up Display is available for corporate security operatives (and on the black market) for 300eb: a heads-up display which looks exactly like a pair of mirrorshades. Connected to a pocket computer by a tiny wire from the earpiece, these will pass casual inspection (Awareness vs 20 to spot wire).

DATATEL MODEM UNITS (OPTICAL FIBER LINK 200EB, CELLULAR LINK 1200EB)

For the ultimate in universal access, Datatel's modems are what you need! By adding on a cable jack or cellular transmitter, your computer can connect with the Net and access databases, bulletin boards, the DataTerm network, Infocomp services, and an almost infinite selection of electronic media. Pay-per-view videos, electronic publishing, games, online rocker jams, and across-the-world shareware are all yours for the taking with this aftermarket add-on. **Note:** even if your computer is chipped for interface, you still cannot perform netrunning with this unit. Buy a cybermodem already!

ZETATECH COMPUMODS™ STEROIDS FOR YOUR COMPUTER!

Now you can modify your computer to suit your lifestyle! Worried that the junior manager in the next office has bugged your desk? You need a CompuMod. Does your genetically-tailored pet seem sick? You need a CompuMod. Is that pesky electronic lock holding up your black op? CompuMod. These computer modification packages are interchangeable, cheap, and completely legal in most states! Usable with most laptop or pocket computers.

Voice Stress Analyzer Package (200eb): This package includes a 3MU program and a tiny microphone add-on. Adds +2 to *Human Perception* and *Interrogation* after appropriate sampling of the unstressed voice.

Lie Detector Package (400eb): This package includes a 3MU program, a sensor pad, and a tiny needle probe. Attach the sensor and probe to the informant's arm, and red or green lights will go off. This heart rate and blood flow analyzer has 65% reliability. Use of the Voice Stress Analyzer in conjunction raises the reliability to 75%.

Bug Detector Package (200eb): This package consists of a 2MU program and a signal scanner add-on. It will detect and locate line taps and bugs (if they are transmitting) in a 6m radius with 80% reliability.

Bug Jammer Package (200eb): This package consists of a 1MU program and a transmitter add-on. Broadcasting electronic noise over a wide band of frequencies, it overrides any signals a bug may be sending. Operates within 10m radius; 80% reliability.

Radar Detector Package (150eb): This package consists of a 2MU program and a signal scanner add-on. This package will emit a beep if it detects any radar signal, and locates the source. It is 60% reliable.

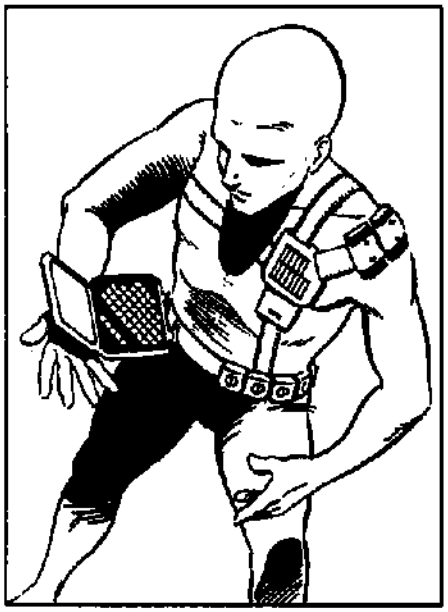
Signal Tracker Package (300eb): This package consists of a 2MU program and a signal scanner add-on. The highly sensitive handheld scanner will search out signals sent from line taps and bugs (if they are transmitting), following them to the listening source with 80% reliability.

Medscanner Package (250eb): Consisting of a 5MU database and a compact array of sensor add-ons; this package gives readouts for body temperature, heart rate, blood pressure, respiration, and blood sugar levels. The chipped database adds +1 to your *Diagnose* skill.

Techscanner Package (250eb): Including a 5MU database and an assortment of circuit tester and computer-linkage jacks, this package can be hooked up to the diagnostic systems of most vehicles, appliances and personal electronics to determine possible problems and troubleshoot break-downs. Reliability is 60%. On a successful roll, the difficulty of the task is reduced by -3. (You know what's wrong; you just have to fix it.)

Drug Analyzer Package (75eb): This package includes a 4MU database and an intelligent multi-analysis sensor port. It will determine the purity of a drug with a known composition, or identify the molecular makeup and possible effects of an unknown substance that is similar to a drug already in its database. Reliability is 75%. Popular with cops—they add it to their Black Book microcomps.

Credit Transactor Package (250eb): Consisting of a 1MU program and a special chipslot, this unit can be used to make electronic money transactions to and from bank accounts. (A modem of some kind is needed to do this.) Although technically you must have a legitimate business license to have one of these, a fixers can usually manage to get ahold of one for his pocket computer (*Streetwise* or *Streetdeal* vs 22).



HYBRID™ WEARABLE COMPUTER 1000EB/1400EB CHIPPED

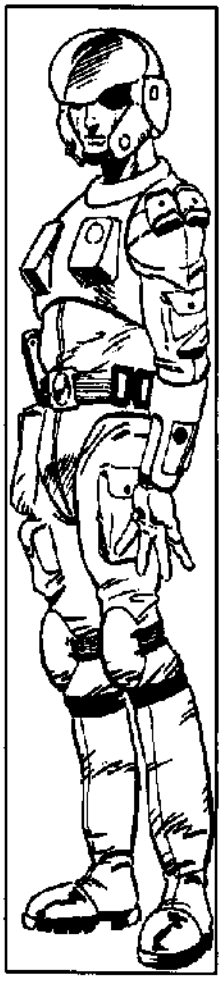
Blurring the line between body and machine!

Mitsubishi and Raven Microcyb takes portability to the ultimate level with their new Hybrid™ line of wearable computer systems. The standard model functions as a portable computer (see EBM PCX, page 14), but is worn over the shoulders and around the waist. The 25MU memory storage is housed on the shoulders, along with the battery pack and backup solar cells. A specially-arranged keyboard is arrayed around the waist along with a flip-down display screen, keeping the user's hands free when the keyboard isn't being used. This section can be removed and replaced with heads-up displays and voice-recognition or cybernetic operating systems for total hands-free operation. This remarkable 2.1kg system is housed in a lightweight impact-proof plastic casing (available in several stylish color schemes), and is popular with reporters, medics, and warehouse inventory personnel. There are many models tailored for specific applications, such as an over-the-shoulder unit with a barcode optical scanner on the forearm (used for inventory purposes) and a flip-down mirror for using the liquid-crystal display screen. Another special version is the Hybrid MedicWear, which does away with the waist component and instead uses a language processor core and a set of heads-up display goggles with headphones, a vocal pickup mike and a digital video recorder. An armpack contains a track-ball and body sensors, while the back unit houses a satellite link for communication with hospitals. The MedicWear costs 2,500eb, and functions as a Medscanner as well as a portable computer.

MEDICGEAR COMBAT MEDICAL ARMOR 3400EB

Lifesaving protection!

Utilizing the latest in computer, medical, and armor technology, MedicGear by Bodyweight Systems is designed to assist medics everywhere. Endorsed by Trauma Team, Inc. and the Night City Search and Rescue service! MedicGear starts with SP20 hard-shell armor, then starts loading on the goodies. Incorporated into the structure is a Hybrid MedicWear computer, with a few additional functions. Sensors and software are added that allow it to function as drug analyzer and a techscanner (see appropriate CompuMods), giving you the ability to see just what he's on, and what cyberware he's got! A drug injector is built into an extending stalk on the left arm (5 doses each of 10 different drugs are stored in the wrist/forearm assembly. A pack on the waist includes various pressure bandages and other supplies, as well as a mask and small cannister of oxygen (about 30 minutes worth). A sprayskin applier is mounted on the right wrist, and a dermal stapler is also available. For extreme cases, the palms of the gloves can be electrified, allowing them to be used as a resuscitator (they can also be used as a taser, at -2 to hit). Enough charge is carried for 3 attempts. A number of storage pouches and cargo containers are available to allow the medic to further customize his load. Finally, an anesthetic gun can be mounted alongside the right wrist (or on the right hip), allowing you to knock out especially unruly patients! (Treat as p-1135, *CP 2020*, pg.52, but 1/2 range, 8 shots, and ACC 0. Usually loaded with anesthetic/sleep darts.) Medic gear has an EV of -3. It adds a +2 to all "on-the-spot" medical rolls, due to the wealth of information and tools available.



SECURITY SCANNERS & EQUIPMENT

TELECTRONICS TATTLETALE® VOICE STRESS ANALYZER 200eb

Your very own pocket-size snitch!
This hand-held unit registers minute changes in vocal patterns and tones and cross-references them with preset parameters. Once the unit has sampled the subject's voice while he/she is telling the truth or is unstressed, it will recognize variations in vocal modulation. The unit is the size of a pack of cigarettes, and uses a small screen to diplay the vocal deviations, thereby adding +1 to the user's *Human Perception* and *Interrogation* skills. An interfaced version (250eb) can display through Times Square Marquee, so that the user would not need to have the unit out in the open as long as it was chipped into his/her plug (works best with wrist plugs).

CCI BRL-3014 WINDOW TREMBLER 120eb

Handiest vibrator ever. (NOT!)
Tired of people listening in on your conversation trough the windows? Sick and tired of people using laser-mikes to record everything you say? No problem. The window trembler (by the nice folks at Communications Control Incorporated), is a small device that when stuck on a window (using the re-usable adhesive patch on the back), will set up a microscopic vibration in the glass (or plexiglass, or armorcrys...) that effectively scrambles the vibrations that a laser microphone uses to "hear" you. So you can speak with candor over dinner, thanks to CCI!

BUG DETECTOR 200eb

Forget Big Brother — everyone's watching you!
Communications Control Incorporated's handheld bug scanner will detect line taps and bugs (if they are actively transmitting) in a 6m radius with 80% reliability, telling the user if they are "hot" or "cold" with varying-pitched tones. It is the size of a pack of cigarettes.

BUG JAMMER 200eb

Kills bugs dead!
This handheld transmitter from the friendly folks at Communications Control Incorporated broadcasts random electronic noise over a wide band of frequencies, overriding any signals a bug may be sending (it will also garble any radio broadcasts other than tight-beam transmissions). It operates within a 10m radius with 80% reliability, and is the size of a cigarette pack.

ARASAKA "KOMAKU" LASER MIKES 250eb (350 FOR FIXED VERSION)

Can't get in to drop a microbug? Have they got a window? No problem. With the new Komaku laser-transduction microphone system, you can hear them as plain as day! The Komaku bounces an ultraclear low power laser beam off of the window, picking up the vibrations made by any conversation. A powerful CPU then translates these vibrations back into human speech. The Komaku is so accurate that you can tell accents, tone, and even shadings in speech patterns. Three versions are available. The first is stylized to resemble an indeterminate polymer one-shot, and has a range of 50m. The second is capable of being mounted on a wall or ledge, has a 4 hour recorder built in, and has a range of 75m. The third is mountable in a cyberarm (1d6+2HC, 400eb, 60m range). Its input can be routed to cyberaudio and/or internal or external recorders.

The Komaku can be used to make *Human Perception* rolls on any conversation that are overheard with it, due to the powerful processor (these are at a -5, due to the lack of visual cues). Komaku mikes are usually a DIFF *Streetwise* (or *Streetdeal*) roll to acquire (AVG Resource roll), due to their utility. Corps don't like people listening in.

OMEGA™ PHONE TAP BY TRITECH 1400EB

The last word in surveillance equipment!

The Omega is the top of the line in phone surveillance equipment (besides owning the phone company, of course). When plugged into the phone switching box for a building, it can monitor up to 10 lines simultaneously and record up to 24 hours of conversations onto a standard datachip (8 hours of video phone or data transmission). The Omega can even listen in on and record conversations in any room containing a phone! Best yet, because the unit is self-powered and does not draw any power from the line in use, it is more difficult to detect than other run of the mill line taps. Omega...even when your target is expecting surveillance, he can't hide from the Omega!

The Omega really is all it seems to be, and more. the thing can even shunt a copy of every conversation off to another line (like yours) when the datachip is full, or fire off a burst transmission (compressed data at high speed, takes 1 minute of phone time) to any dedicated receiver. When the lines are checked with a line tap detector, roll a D10. On a 1-6, the line tap detector has failed to find the Omega. Of course, anyone going downstairs to check the phone switching box will find it (it's about the size of a Walkman), but who's ever that physical?

ARASAKA OMNITEC RADAR DETECTOR 250EB

Use their own sensors against them!

This sophisticated system emits a warning tone whenever a radar beam is detected. Considering the specificity of radar transmissions, this function is completely reliable. This unit can also be used to locate the source of the radar by triangulation; when the direction of the beam is ascertained, the tone changes to a rapid chirping (this function has a 60% chance of success). The unit has a 100m range and is the size of a pack of cigarettes.

TELECTRONICS "SCOUT" SIGNAL TRACKER 300EB

They can hear, but they can't hide!

This is a specially-tuned, highly sensitive handheld radio transceiver which can search out signals sent from line taps and bugs (if they are actively transmitting), and then follow them to their listening source with 80% reliability. A digital, compass-style pointer indicates the direction of the listening source, and a tone indicates whether you are "hot or cold." It is the size and shape of a handheld radio (like a "walkie-talkie").

ARASAKA JETSETTER EXECUTIVE BRIEFCASE 2000EB

Carry out your business with style and security!

A lavishly styled, superior-quality attache case for the security-minded corporate. Built from composite materials stronger than steel (SDP=10, SP=30), the JetSetter disguises its toughness with an exterior of real leather! A maximum level (difficulty 30) Smartlock keeps your documents safe, and the patented AcidErase™ security assurance system prevents your work from falling into the wrong hands. For an extra 200eb, a silent alarm and NachtJager gas trap can be installed (Very Difficult BOD roll or unconscious for 6D10+10 min).

WorldSat Communications
Linear Beam Commlink 200eb

WorldSat offers this tight beam radio linkage system for all brands and types of radio communications gear. Once installed in your radio, this will allow untappable, eavesdrop-proof communication for up to one mile, as long as both parties are within line of sight of each other and are not blocked by any object thicker than one foot. With a Linear Beam Link at each end of a conversation, no-one else can tap in or eavesdrop, ensuring secure communications for your black op! **Note:** installation requires a Difficult Electronics task and takes about a half an hour. This service can be performed at any Radio Shack or other electronics shop.

Arasaka ECM Comm-Scrambler 100eb

Radio Silence? Never again!

In an age where information is power, private communications are as important as armor! Arasaka's ECM module, when attached to any radio or telephone unit, scrambles all communicated messages according to a preset pattern. Only another comm-scrambled radio or phone set to the same combination can then understand the message. Arasaka guarantees that their Scrambler package will stump any decryption system on the market today for at least 300 seconds. Since the scrambler only consists of a small assortment of microchips and a small control panel, the entire unit is very small (capable of fitting inside most handheld radios or phones) and requires a Difficult Electronics roll to install in one hour.

Tritech "Mumbler" White Noise Generator 3500eb

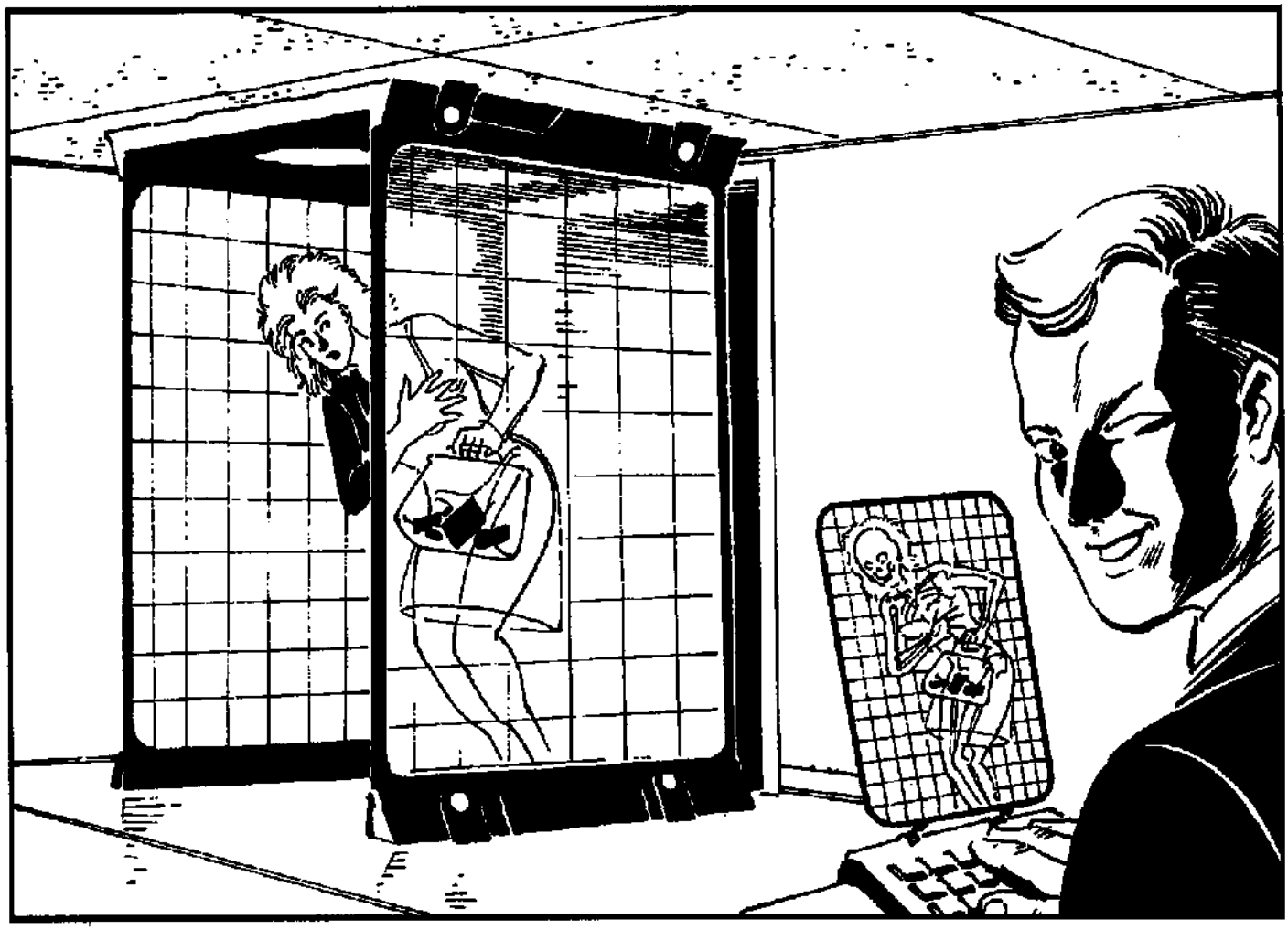
It's sonic camouflage!

Gone are the days when a whispered conversation around a table in a crowded, noisy dance club was the only way to ensure that you are not overheard. Tritech now offers the Mumbler, for total privacy in any environment. This "white noise" generator is a sophisticated electronic broadcaster, about the size of a paperback book. It is emits random noise at a level which is barely audible to human ears but will confound listening devices with 90% reliability. Anything within a 3-meter radius of the Mumbler will be "camouflaged" by the white noise, thereby allowing private conversation and defeating eavesdropping.

Telectronics ScanMan™
Full Identity Scanner 2100eb

Know your enemy!

This pan-spectrum scanning system employs ultrasound, thermographics, magnetic resonance, and optical sensors to fully analyze, digitize, and categorize all identifying physical features for total identity parameters. The ScanMan™ can assess as well as recognize the features of whatever person it is turned upon, allowing for positive identification. This unit has three main functions: first, it can be programmed to recognize a certain person's features, and when used in this way it will be able to recognize the person even if they have undergone body sculpting (33% chance). Second, it can be used to scan a subject and then compare collected information with a database (either chipped for a small number of suspects, or connected to a microcomp or mainframe for access to full institutional records). However, it is only effective if the subject already has a ScanMan™ record to be accessed. The ScanMan™ can be operated with its own separate scanning devices, or as an analysis package for detection equipment already in place (such as Arasaka's Scanway Gates). It is currently in use with several police departments, the CIA, Interpol, and many powerful corporations.



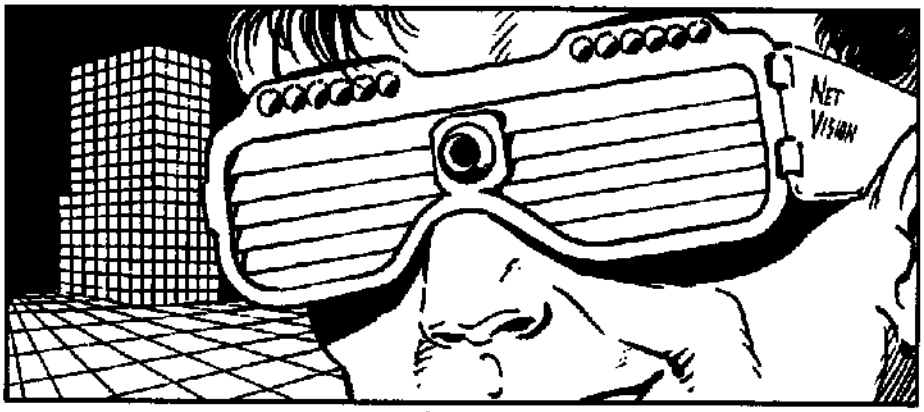
ARASAKA "SCANWAY" SCANNER GATES (2,800EB, 5400EB FOR DELUXE MODEL)

Arasaka knows that dealing with the public can be difficult. One never knows what a customer or visitor may be hiding beneath their clothes (or in their cyberlimbs!). Protect your premises with an Arasaka Scanway. Placed in a doorway, the frame of a Scanway will scan anyone who walks through it. Three models are available: a weapons detector, a cyberware detector, and a chemicals and explosives detector. All function with 95% reliability, and a deluxe model Scanway (which can be set to scan for any, or all, of the three anomalies) is available. The total package consists of a 7' tall, 3-4' wide (adjustable) frame (500eb. large screen optional) packed with sophisticated sensor systems and a small terminal with controls for programming scan parameters and monitoring scans. Scanway frames are available in an assortment of colors and styles, allowing them to blend in with your decor or stand out (black and yellow Danger-Striping® is our most popular pattern for this purpose). Along with being displayed on the terminal's screen, the results of the scans can be custom-programmed — an obvious or silent alarm could be set off, the police could be called, a remote weapon could be initiated; it's all up to you!

If you have a door, you need a Scanway!

CYBERDECKS & NET-STUFF

RAVEN MICROCYB NET-VISION™ IG-ALGORITHM GLASSES 900EB



Now you can see what you've been missing!

Now you too can own a pair of Net-Vision™ glasses, originally designed by Raven Microcybernetics for Netwatch. This mirrorshades-style eyewear uses a cellular 'trode link which allows you to have a Net's-eye-view of your realspace location! (25% chance of losing contact when in a moving vehicle; not all places have cellular connections to their systems.) Drawing information from the Net's own Ihara-Grubb Transformation Algorithms, these glasses show the wearer how their surroundings appear in the Net.

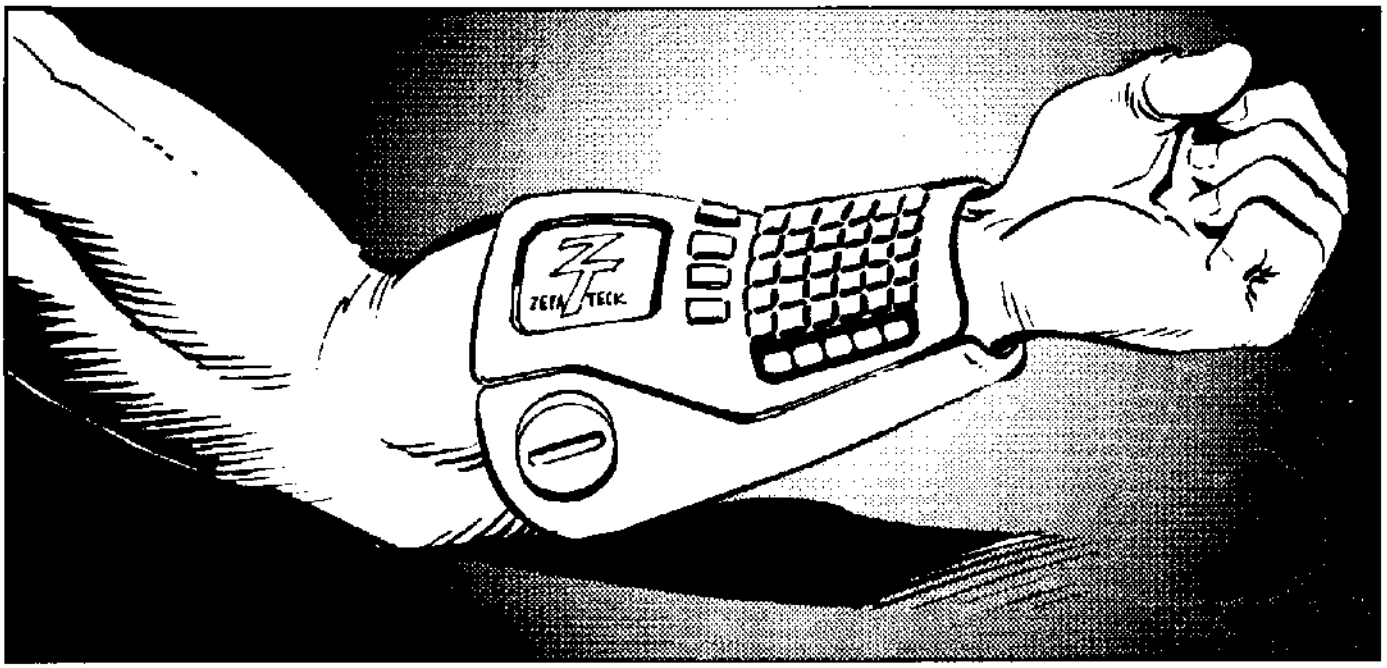
Electronic surveillance of ICE and other computer security can now be done from the safety of realspace, without the danger of actually jacking in. Remember, though, that you will still have an icon representing you in the Net (unless chipped for Invisibility; add 300eb), and you won't be able to penetrate Code Gates or Data Walls. **Notes:** with these glasses, the wearer can see Net icons and determine Net locations, but even if you are inside the Arasaka tower, you won't see the inside of their Data Fortress; the Data Walls and Code Gates keep your perceptions "outside." Remember, you are not a Netrunner, only an observer.

DECKMATE + YOUR CYBERDECK= YOUR COMPLETE COMMUNICATIONS SOLUTION

ZETATECH® DECKMATE 100EB

Expand your electronic horizons!

Although they are very advanced systems, almost all off-the-shelf cybermodems are dedicated computers which exclusively support the capability to perform netrunning. The hard-working engineers at Zetatech have solved this limitation with the DeckMate! The addition of this plug-in option gives your deck the processing power of a pocket computer, allowing your cybermodem to perform all the functions of a multi-purpose microcomputer. The DeckMate incorporates an INT 1 liquid-crystal processor core (capable of performing one task at a time), a small keypad and LCD screen (for use without interface plugs), and a datachip port which can run audio, video or information media. The DeckMate has no memory of its own, instead it uses the deck's memory, but it allows your deck to perform all the functions of a Zetatech E-Book, including the use of CompuMods or other computer options.

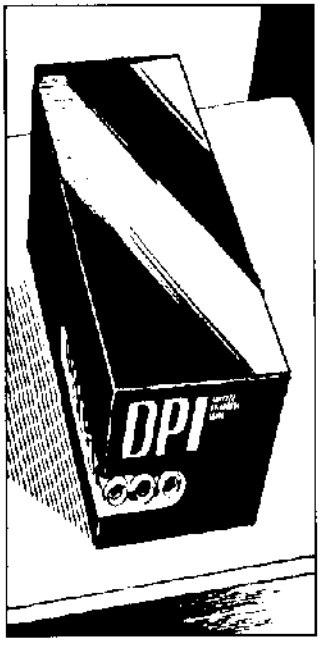


ZETATECH D2-3000 ARMDECK 5,000EB

The only universal system for hands-on integration.

Zetatech proudly presents the D2-3000 "Armdeck," the only true all-purpose cybernetic computer system on the market. Incorporating a gigabit superconductive microprocessor and a cybernetic operating system, the Armdeck can perform a variety of functions for the edgerunner who's on the move! Housed in a impact-resistant molyporcelain shell, the Armdeck has adjustable straps which allow it to be worn comfortably on the user's forearm. It's profile is so slim that it can even fit comfortably beneath the wearer's sleeve (Difficulty 18 to spot it)! It incorporates all the functions of a state-of-the-art micro-computer and a portable cybermodem, supporting a wide range of applications, from quick calculations to electronic intrusion! **Game notes:** for computer functions, see Zetatech E-Book (page 14). Cybermodem has 15MU, Speed +2, Data Walls +4, and includes Flip Switch option.

MUSIC-TECH & INTRUMENTATION



DPI "BLACK BOX" BACKUP SYNTHAMP 800EB

Jam with the legends!

Digital Products Incorporated's Black Box is a highly sophisticated programmable vocal synthesizer. Specific voices are available on datachips for 10eb each, containing the completely digitized vocal patterns of many famous performers. The digitizations are so precise that they are indistinguishable from the real thing without painstaking analysis (even a Voice Stress Analyzer couldn't tell the difference). Once loaded with a selected voice, the Black Box can be programmed to sing pre-programmed lyrics along with a pre-programmed selection of music. The vocal synthesizing is so complete that a Black Box would make the same mistakes that the original artist would. Imagine; you can have anyone from the Beatles to Kerry Eurodyne as your backing singers! **Game notes:** A Black Box is the size of a shoebox, and must be connected to a synthesizer and speakers in order to function.

DPI Body Rhythm™ Dance Bracelets (400eb per pair, plus 250eb for amp)

Music in motion!

These neural-interface bracelets are chipped to translate muscle-activity impulses into musical patterns. The type of sound which the bracelets will synthesize must be pre-programmed beforehand, giving the bracelets the ability to sound like any one instrument; anything from a violin to a xylophone. The musical patterns are then broadcast via radiolink to a mini-amp (max range 15m) which then pumps the music out through a separate speaker system. With these bracelets, the user's body language actually creates the music! Many have likened a Body Rhythm performance to a hypnotic dance which borders on a new language. **Notes:** with a set of DPI's Body Rhythm™ dance bracelets, the performer can use either his/her Play Instrument (Synthesizer) or Dance skill, whichever is highest! To use the Bracelets, one must have wrist-located interface plugs.

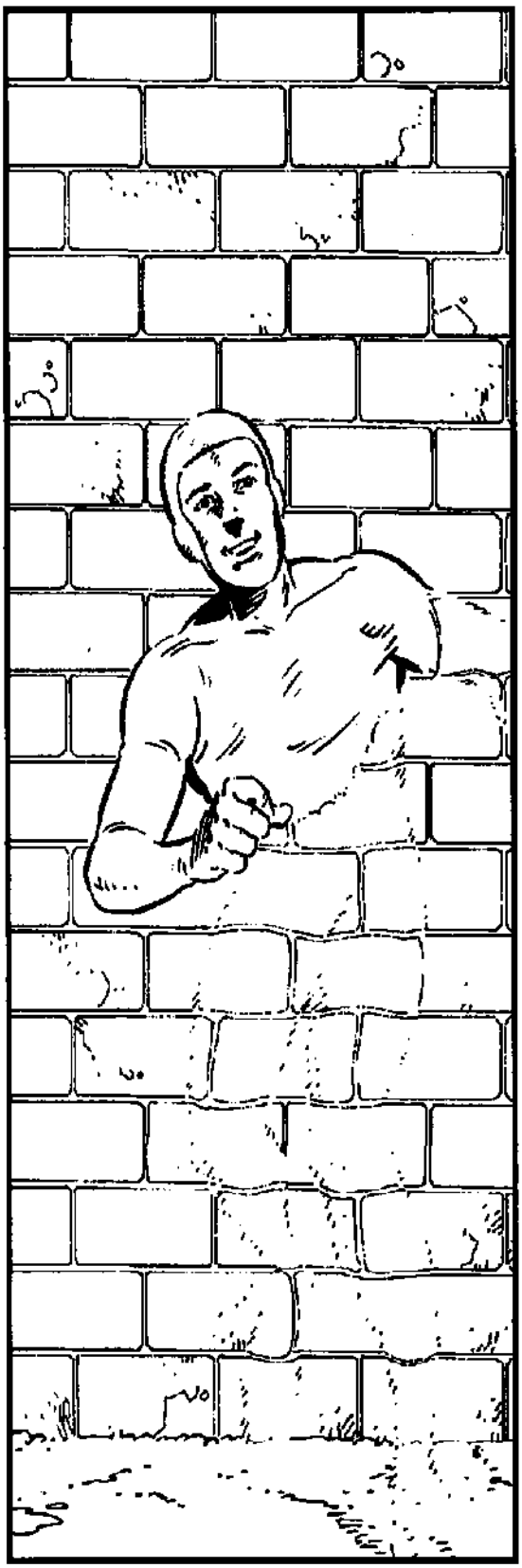
Washburn Soundmachine Guitar 1,000eb

Who needs a band when you have the Washburn Soundmachine? The Soundmachine has an internal rhythm box (with the full range of drums, cymbals and bass notes) and has a 100 beat loopable memory. It also has a memory for the notes played on the guitar; you can play a riff of up to 100 notes and the Soundmachine will loop it. Weight 3.5kg. **Game notes:** +1 to use of the *Perform* skill when not playing with a band.

"Okay, so I thought this was a joke—in fact, when my input slammed me a Washburn for my birth/incept date, I had to stop myself from laughing. But it grew on me...late nights on the tour, I found I could use it to work out new ideas, or get in a few hours of practice."

—Jack Entropy

CHAMELEON CLOTHING AND STEALTH ARMOR



MILITECH M96 "GHOSTSUIT" CHAMELEON CLOTHING 5300EB

Winner of the #2 spot on *Solo of Fortune* magazine's **Top Ten Most Useful Newtech Tools of 2020!** The Ghostsuit is a full-body coverall made of materials incorporating liquid crystal technology and a multi-faceted fiber-optic digitization system. Stealthier than a Sneaksuit, and smarter than Mirage Gear, the Ghostsuit actually blends into its surroundings. There are no preset restrictions; the Ghostsuit uses its computerized liquid crystal system to formulate the perfect camouflage for any situation. Just pull on the Ghostsuit, chip into the operator's interface via your plugs, don the visor and you're ready to vanish. The suit's liquid crystal exterior is composed of a matrix of cameras and projectors which cover the body. Through the interface, the wearer chooses the angle to which their camouflage will apply (i.e., the front of the suit will look like what is behind you; the right side will look like what's on your left; the back of the suit will look like what you're laying on). Then the suit's on-board computer carries out the user's wish. The effect is that the wearer is "painted" with the chosen background.

Game notes: Movement causes a lag in processing time, resulting in a blur effect (the normal bonus is -4 to any observers's *Awareness*, but only -2 if you're moving — all bonuses increase by -1/10 meters of distance between the wearer and the observer). The Ghostsuit cannot make you invisible, rather, your background is mapped onto your body. Therefore, you cannot emulate more than one background at once, and you can't fool two or more observers who have different points of view. Militech recommends that for best results, press up against (or lie down on) a surface, flattening against it so that you do not disturb the contours of your background. In such a case, multiple observers may be fooled. The Ghostsuit has an EV of -1 and provides 10SP of armor. For every two levels of protection the armor is damaged, there is a +1 penalty on the *Awareness* modifier. The hood features a set of eye-covering lenses for total protection. A fully-enclosed SP16 Combat Helmet (EV 0) can also be bought for an additional 600eb.

GIBSON BATTLEGEAR "SNEAK SUIT" 560EB

Make the shadows your home!

Gibson Battlegear's sneak suit — the most popular brand of stealth garb in the world. This tight, black, light absorbent bodysuit (composed of PhotoCarbon™) sports a hood and an ultra-light trifilament weave for lightly armored protection. It also reduces the wearer's infrared signature, giving an overall -4 to an observer's *Awareness* rolls (visual or infrared) to spot anyone wearing a sneak suit in darkness, shadows or low-light conditions (this bonus compounds by -1/10 meters of distance between the wearer and the observer). The sneak suit has an EV of 0, and provides 10SP of armor. The hood features a set of eye-covering lenses for total protection. An SP16 Flak Vest (EV -1) with webgear and assorted pockets is available for 375eb, and a fully-enclosed SP18 Combat Helmet (EV 0) can also be bought for 185eb. Gibson also manufactures a space sneak-suit in cooperation with Mitsubishi/Koryidanshu; the Light Maneuver Sneak-Suit, a rubberized SP8 coverall with a 40 minute air supply (2,500eb, EV -2). Sonar-baffling diving suits made with the help of the Hydrosubsidium are also available (3,500eb, EV-2). Manufacturers Warning: Gibson Battlegear recommends that the Sneak Suit not be exposed to daylight for more than 10 consecutive minutes, as the photocarbon will overheat and melt. Be aware that lasers and other heat-based weapons will have a similar effect (any hit doing 20 points or more of damage will overheat the suit, making it inoperative).

MILITECH M73 "MIRAGE GEAR" ENVIRONMENTAL ASSIMILATION SYSTEM 1050EB

Adaptability is survivability.

Militech's new Mirage Gear revolutionizes the science of camouflage. Employing liquid crystal technology, the Environmental Assimilation System allows you to match your camouflage to your surroundings. The system consists of a full-body coverall whose patterning and coloration can be selected by the wearer. The Mirage Gear's internal memory stores 24 different camouflage patterns (desert, urban, snow, etc) as well as flat black and olive drab coloration, selectable by the wearer via a keypad on the inner wrist. Observers are at -2 Awareness if the wearer remains still, -1 if they're moving (this bonus compounds by -1/10 meters of distance between the wearer and the observer). Mirage Gear has an SP of 12, weighs 1.5kg, and has an EV of -1 (the hood includes an eye-covering visor for total protection). An SP24 Combat Helmet (EV -1) with transparent face shield can be bought for 140eb, and an SP18 Flak Vest (EV -1) with utility harness is available for 275eb.

ARMORED STOCKINGS 110EB/PAIR

New—from Fashiondrome®

Because Beauty Never Goes Out of Style

The armored stocking, new for 2020 from Fashiondrome, the ultimate in elegant form and useful functionality. These stockings, made from new Nylon23, Militech's revolutionary new armor polymer, provides useful protection, with a minimum of bulky encumbrance. These stockings are just as silky and elegant as others on the market, but the new Nylon23 will stop the penetration of any thing up to a .38cal bullet. Now your legs can be well protected, even with the miniest of mini-skirts. The stockings come in blue, basic black, white, red and beige. Styles include plain, fishnet, lace and circuit-board designs.

Game notes: 6SP protection on each leg. EV: 0. Garter or panty-hose styles both available.

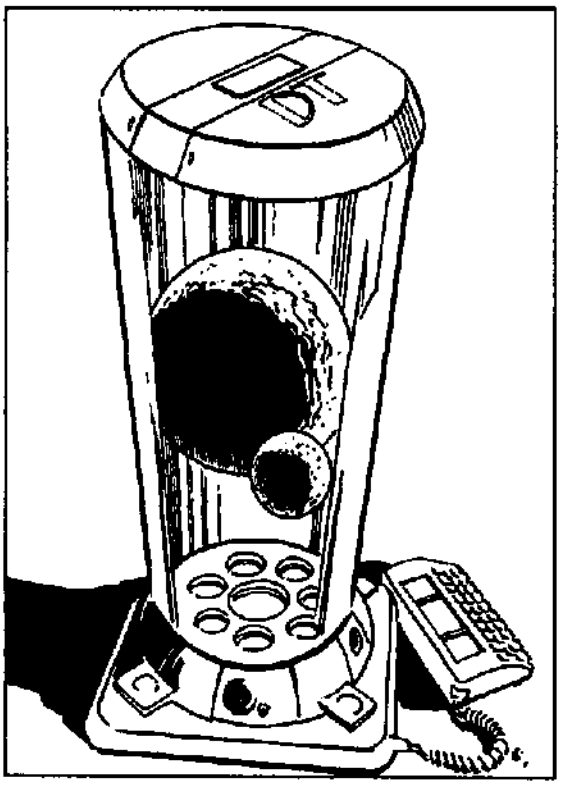
HOLOGRAPHY

HOLOSCREEN HOLOGRAPHIC VIEWERS (2X BASIC PRICE)

A window on a new dimension.

At last, 3-D enters the mainstream. Supplanting the older generation of holographic generators (see Holo Generator, *Cyberpunk 2020* pg.59), whose screens could only supply simulated 3-D images, the new Holoscreens have unmatched clarity and resolution. Making use of KodaGraphix and other similar imaging technologies, holographic viewers allow high-quality projection of 3-D images. Many different models are available, such as videoboards, video/audio tape players, pocket TVs (note that only about 4% of TV broadcasts are in 3-D), computers, cyberoptic video imagers and cybermodem screen options. Holoscreens can only show 3-D images if they were recorded in 3-D, but they are fully capable of playing 2-D images as well.

DATATEL HOLOTANKS (500EB, 1000EB, 5000EB)



The holotank reestablishes the art of visual modelling. Consisting of a clear cylinder capped at both ends with super high-definition laser projectors, a Holotank is filled with a highly-reflective, non-toxic gas into which a hologram is projected. The hologram can be static or animated, and its positioning can be manipulated by a remote keypad. Walk around the tank, and you can see all sides of the image (also called a "model"). To film a model, three holographic cameras are necessary; the image to be recorded must be in the middle of the three cameras. This makes holotanks inefficient for TV shows or other highly active models — usually individual, static images are best for holotanks (however holotanks are often used when one person will be speaking or dancing). Three models of holotanks are available: the tabletop model measures 12" diameter & 18" tall, the desktop model is 24" diameter & 36" tall, and the display size holotank is 4' diameter & 7' tall. Holotanks are most popular for computer modelling purposes, but are also seeing use as programmable fashion mannequins for clothing stores (as well as walk-in models which serve as instant clothing "try-on" booths), holographic video games, visual teleconferencing, battlefield strategic analysis, weather prediction, and for air traffic control displays.

EASTMAN KODAGRAPHIX HOLOGRAPHIC CAMERAS (2X BASIC PRICE)

Give your images more depth!

Eastman-Kodak's new holographic imaging technology allows you to create flatscreen images with realistic depth. Using advanced laser-rangefinding systems, regular photography or film procedure with KodaGraphix yields flat pictures with a simulated 3rd dimension. All camera types are available as holographic models, including headsets, multiformat news cameras, pocket units and cyberarm options; they have the same statistics, but cost 100% more than normal versions.

EASTMAN ARTS MINDSCAPE® CYBERHOLO ART IMAGER 600EB

Bringing art into the 3rd dimension!

Eastman-Kodak's Arts division removes the middleman with Mindscape®. This advanced holographic imager employs the latest in cybernetic and hologram technology to render the pad and the palette obsolete. With Mindscape®, anyone can be an artist–just stud into the unit with a set of interface plugs, and let your imagination do the work. Whatever you can visualize, Mindscape® can model in 5792-color 3-D!

Game notes: this unit will indeed draw pictures from your mind's eye, but it takes more control than its makers would have you believe. Stream of consciousness and train of thought must be under strict control to maintain an image for recording to memory, so the Mindscape® merely adds +1 to Paint or Draw skill (but your picture *is* in 3D).

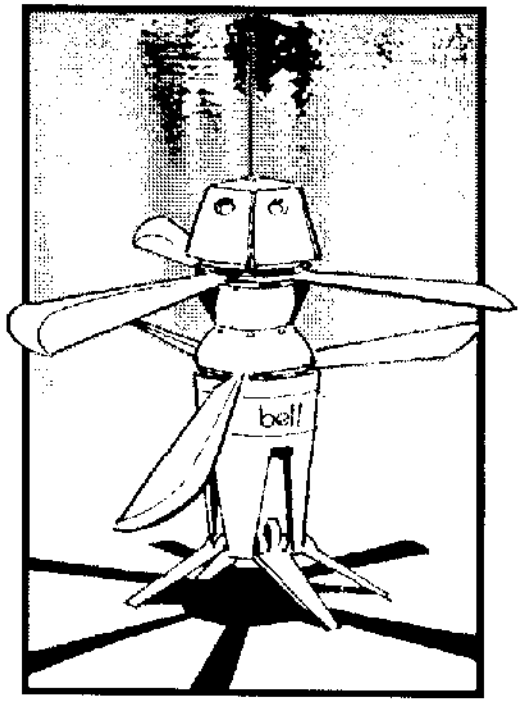
REMOTES & DRONES

REMOTE CONTROL SYSTEMS

There are several remote control systems for remote vehicles, all requiring the use of either the new skill Remote Systems Operation (REF/INT average based) or the Netrunner special ability Interface. This is modified by the remote's Control Modifier for tricky, delicate, or combat maneuvers (as well as the control systems modifier). The most basic design is a manual version, which costs 300eb and has a control modifier of -2. A more advanced control system uses a virtual reality heads-up-display helmet with a dataglove and keypad. This system costs 500eb and has a control modifier of -1. The most advanced control system available for remotes is a cybernetic control deck (CCD) which the operator simply chips into in order to control the remote; a CCD costs 800eb and has a control modifier of 0 or +1 depending on quality. These three units are available either in stationary panel style or compact portable versions—the cost is the same, but control range is sacrificed for portability: a stationary unit with repeaters can have up to a 100km range, while many portable versions have a mere 15km, tops.

> "Netrunners moan all the time about how they can't stand with the Solos when combat comes. I never needed more than a couple assassin remotes or a handy Robo-Cab™ to level any opposition."
>
> —Rache Bartmoss

Bell "Bumblebee" Remote Rotocraft 4,000eb



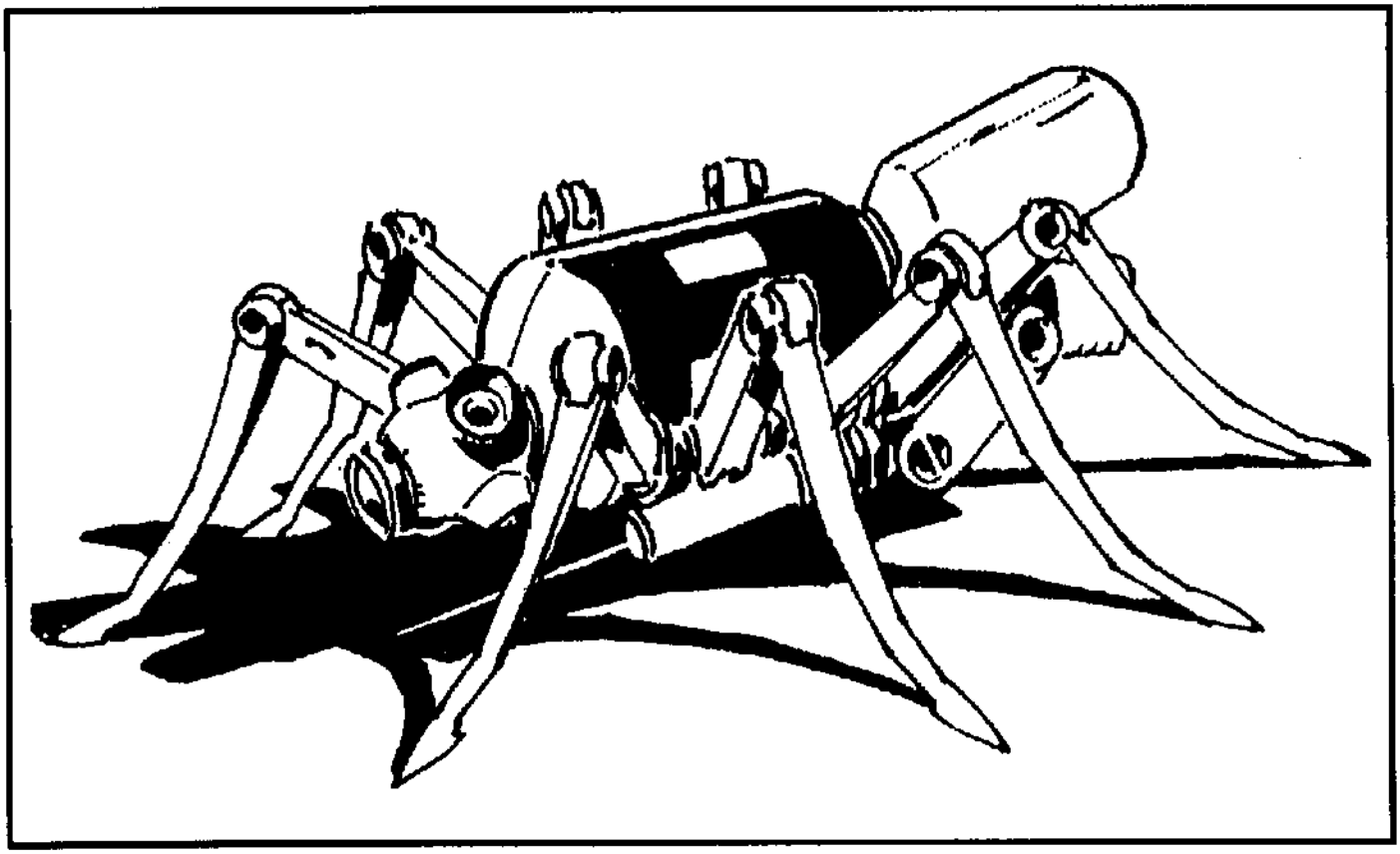
The classic remote vehicle; a design that has been in service since the 1980's. The Bumblebee is the latest refinement of the "peanut" rotorwing—the light, ceramic body consists of two bulbs, with two counter-rotating blades spinning around the central body between the bulbs. A meter tall and weighing 35kg, it can easily be launched from the deck of any ship (or from the trunk of your car). Its lower bulb, which sports the landing skids, can be fitted with a variety of cameras, sensor systems and other electronics (such systems are doubled in cost). Some have even been armed (with capacitor lasers, micromissiles, SMGs), but this is a rare occurrence; anything bigger than an SMG is too big, heavy and has too much recoil. The ultimate multi-purpose remote. **Game notes:** Control Modifier -2, SDP=25, SP=6, maximum speed 120mph, operational range 250 miles.

Mitsubishi "Rover" Wheeled Remote 9,000eb

The driverless jeep! Rover's primary purpose is perimeter patrol and other security tasks. It has a small CHOOH-powered combustion engine driving its 6 independent-suspension wheels, and its body is sturdy enough to take the punishment of any job. It normally patrols an area autonomously, following a pre-programmed route, alerting an operator when a security anomaly is detected. It is lightly armored, equipped with a small turret for sensors or weapons, and can run for six hours. Rover is 4 feet long, 2 feet wide, and 2 feet tall—weighing 60kg, it is too big to be used indoors, and forget about kicking it over! The turret sports a audio-visual, light-intensification and IR sensor suite, and there are two spaces which can be used for more sensors or weapons systems (each space can hold a rifle-sized weapon). Rover has very limited threat engagement and isn't too smart, but it's reliable and loyal. **Game notes:**Control Modifier -3, SDP=35, SP=20, maximum speed 45mph; its Awareness, Targeting & Initiative rolls are at 10+1D10.

Militech RPV-400 Light Combat Tiltrotor Remote

Designed to be a light, easily-deployed unit. Capable of carrying a wide variety of munitions and options, mounted on 4 wing and one centerline hard point. Integral weaponry consists of a 2-barrel 12.7mm rapid-fire machine gun, firing from a dual box feed mechanism. Each box holds 1500 rounds; usually one is loaded with LAPHE (light AP/HE), while the other is loaded with anti-personnel fragmenting rounds (treat as DP ammo), and a flare chaff launcher which can fire 10 flares or chaff pods (-30% to be hit by radar homing or heat seeking missiles. only a 60% chance of deployment when under self control). The RPV-400 is capable of remote operation, using the new VRSU-23 control helmet (or cybernetically), and can also control itself, thanks to a pre-programmed set of responses and orders (orders can be loaded in before mission, or they can be selected from a pre-programmed list). **Game notes:** Control Modifier +2, SDP 65, SP25, Maximum Speed 210mph, Operational Radius 450 miles. 12.7mm Chaingun: HVY•+2•N•P•12.7mm/4D10+2• 1500x2•150•STD, Range 1km. Note: armor is 1/2 vs. LAPHE ammo, but penetrating damage is <u>not</u> reduced.



ARASAKA RDAK SPY & ASSASSIN REMOTE 12,000EB

An advanced synthesis of robotics and state-of-the-art remote technology, the Remotely Deployed Arachnoid Killer is Arasaka's premier entry in the field of remote weaponry. Designed for stealthy urban reconnaissance, sabotage and assassinations, RDAKs (also known on the streets as "Spiders") have eight thin, highly maneuverable legs which can also function as crude manipulators. Its small body (about the size of a paperback book) has a multipositionable "head" which is packed with audiovisual, low-light, and thermal microsensors as well as a set of small wirecutter "teeth." The abdomen unit has a space for including a single pistol-size weapon system such as a handgun, needler, squirtgun, capacitor laser, etc. (Note: all handgun-type weapons will have 1/2 normal magazine capacity and 1/2 basic range. Capacitor lasers will be 1-shot. All weapons are Acc 0.) RDAKs are very sophisticated, but also quite durable for their size; for example, a Spider can easily withstand a fall down a flight of stairs or from a 2nd story window without harm. Each RDAK has a 5-dose hypodermic "stinger" built into it, and the ends of its legs are tipped with molecular adhesive which allows it to climb walls and walk on ceilings. Available in a variety of colors and camouflage patterns. Their ceretronic systems (the combined silicon microcircuitry and vat-grown orgainic neural tissue that functions as a "brain") are less vulnerable to a Microwaver than most cyberware: 1-3/no effect; 4-5/motor malfunction—runs in random circles for 1D10 combat (10sec.) turns; 6/total breakdown—it just sits, twitches, and smolders. On 4-6, if it has a ranged weapon, there's a 25% chance it will fire once at random. An EMP grenade or MagField generator has normal effect. **Game notes:** Control Modifier -1, SDP 10, SP10, MA 12, battery time: 5 hours, control range: 300m. Remember, Arasaka normally only sells these little beauties to *friendly* corporate entities.

> "Killer bugs. I hate those things. They can hide under a piece of paper, waiting to blow yer face off. Or watch you from the corner of the ceiling with their beady lil' eyes till your back is turned..."
>
> —Ripperjack

CONSUMER ELECTRONICS

AUTOTANNER™ 200EB

The greatest invention since lotion. Wanted to get a tan, but couldn't get to the parlor? Ever since the holes in the ozone made it hazardous to get extended exposure, people have wanted new ways to get that bronzed look. Well now, thanks to the design staff at RelCo, you can get that look any time you want. Simply touch the chemical injector to your skin and voila! Instant tan. Be the envy of all your neighbors and get the Autotanner™ today.30-day money back guarantee if not completely satisfied. Your look means a lot to us.
Game notes: Device gives the player a +1 to ATT for a period of 1D6 days.

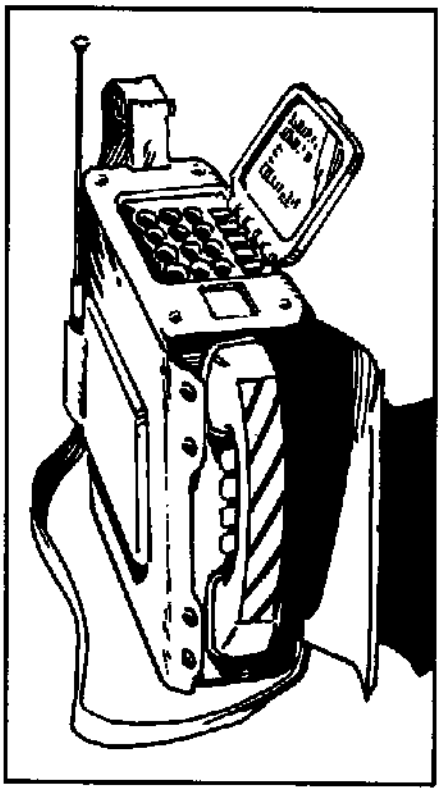
PHONE UPGRADES (COST VARIES)

The following items and services are designed to make your cellular phone work for you.

VOICEMAIL **20EB/MONTH**
Another way to avoid the ring. Now, they can leave a message on your private voicemail service. Any number of messages can be recorded. The Phone Company maintains the equipment, all you pay for is the service.

FAX INTERFACE **75EB**
This device allows the attachment of a fax machine directly to your cellular. Fax in that proposal while heading to the airport. Why wait to use a stationary fax machine, when you can carry yours along for the trip? Very handy.

DIGITAL RECORDER **75EB**
Allows one to record that special conversation for later. Record up to 2hrs before replacing the chip. Extra chips are available for a mere 10eb each. Note: Some areas consider this device a form of "bug" and is illegal. We do not condone the practice of breaking the law.



ECM SCRAMBLER **50EB**
Allows for private phone calls to another likewise equipped unit.

VIDEO OPTION **150EB**
2"x2" screen and a mini digital camera to allow you to see, and be seen by, whomever you are speaking to. Not available for microcellular models.

EMERGENCY AUTODIALER **25EB**
A memory for emergency numbers. Allows one-touch dialing of Police, Fire Dept, and either Trauma Team or REO Meatwagon rescue services.6 preset numbers.

CONFERENCE CALLING 5EB/MONTH
Owner can call 2 separate lines and have all talking to one another. For each additional 5eb/month you spend, you can have 1 more line added.

SPLIT LINE **50EB**
Owner has 2 separate numbers for the same phone. Each line is billed separately. Like having 2 phones in one.

CYBERMODEM INTERFACE **500EB**
Turns any plain cyberdeck into a cellular model. Never again will your netrunner need to buy an overpriced cellular job, when for hundreds less, he/she can buy a phone with Zetatech's new Cyberbaud 7 cellular deck upgrade.

Note: Due to extra circuitry, a -1 penalty to the netrunner's Interface skill is applied.

PRIVACY PLUS™ **300EB**
For the discreet businessman. Privacy Plus™ provides the caller with ECM, a built-in bug detector, and a display of the number calling you. This display flashes each time the phone rings. For an additional 50eb, a memory of up to 20 numbers can be installed and will list the name of the person calling, as well as the number.

RUSH® VIRTUAL ENTERTAINMENT SYSTEM 500EB

SegAtari has just recently dropped the price of it's home Virtual Reality unit, Rush®. Using a combination of Virtual and Braindance technology, Rush® is the ultimate home video game experience. Already gaining notoriety, Rush® is setting the industry standard for home entertainment. Over 300 games have been released so far and the list just keeps growing. Check out *Brainburner*, it's a wild ride! A guaranteed favorite!

Game notes: Interface plugs and basic processor required for use.

RUSH® VR UNIT UPGRADES

These items allow you to improve the system you purchased (smuggled, stole, whatever) to maximize game play and enjoyment.

TOTAL ENVIRONMENT™

The Total Environment™ allows far more realistic sensations than the basic Rush® unit. When chipped into a Total Environment™/Rush® system, you are given complete freedom of movement for maximum enjoyment. Comes with 16 games designed specifically for the Total Environment™ unit. If you like excitement, Total Environment™ is for you! **1000eb**

MULTI-PLAYER ADAPTOR

Allows up to 4 other Rush® players to join in. With multiple adaptors, you could have an unlimited number of players. (Software permitting). **100eb.**

VIDEO WALL™ 3500EB

New from Telectronics Ltd comes the masterpiece of visual stimulation: The Video Wall. Transforms any size wall into a 2-D or 3-D movie screen. Great for watching the classics! A must for either the movie buff or the person with money to burn. Hooks up to any standard video machine or game system with ease. Try **Rush®** *Kung Fu Fighter VI* on this baby! WOW!!!!!!

Note: Requires at least a 6'x6' space of wall to be effective.

SEGATARI VIRTUAL VILLAINS 150EB

Battle the greatest villains of all time with SegAtari's Virtual Villains. This **Rush®** system game chip contains a virtual reality with photorealistic portrayal of a medieval castle. It's there that you have a showdown with the greatest of evils. The game deck has a massive collection of historical and fictional villains. You and up to nine of your friends can do battle with the likes of Hitler, Genghis Khan, and Captain Hook! There is also a large assortment of weapons, both modern and archaic. Live the game with SegAtari!

"Karkong the Impaler. Worst of the lot. Makes Attilla the Hun look like a poser. I don't know how many Virtual games I've lost to that frackin' SOB. I don't even wanna know. It's humiliating to get your butt kicked by a virtual algorithm."

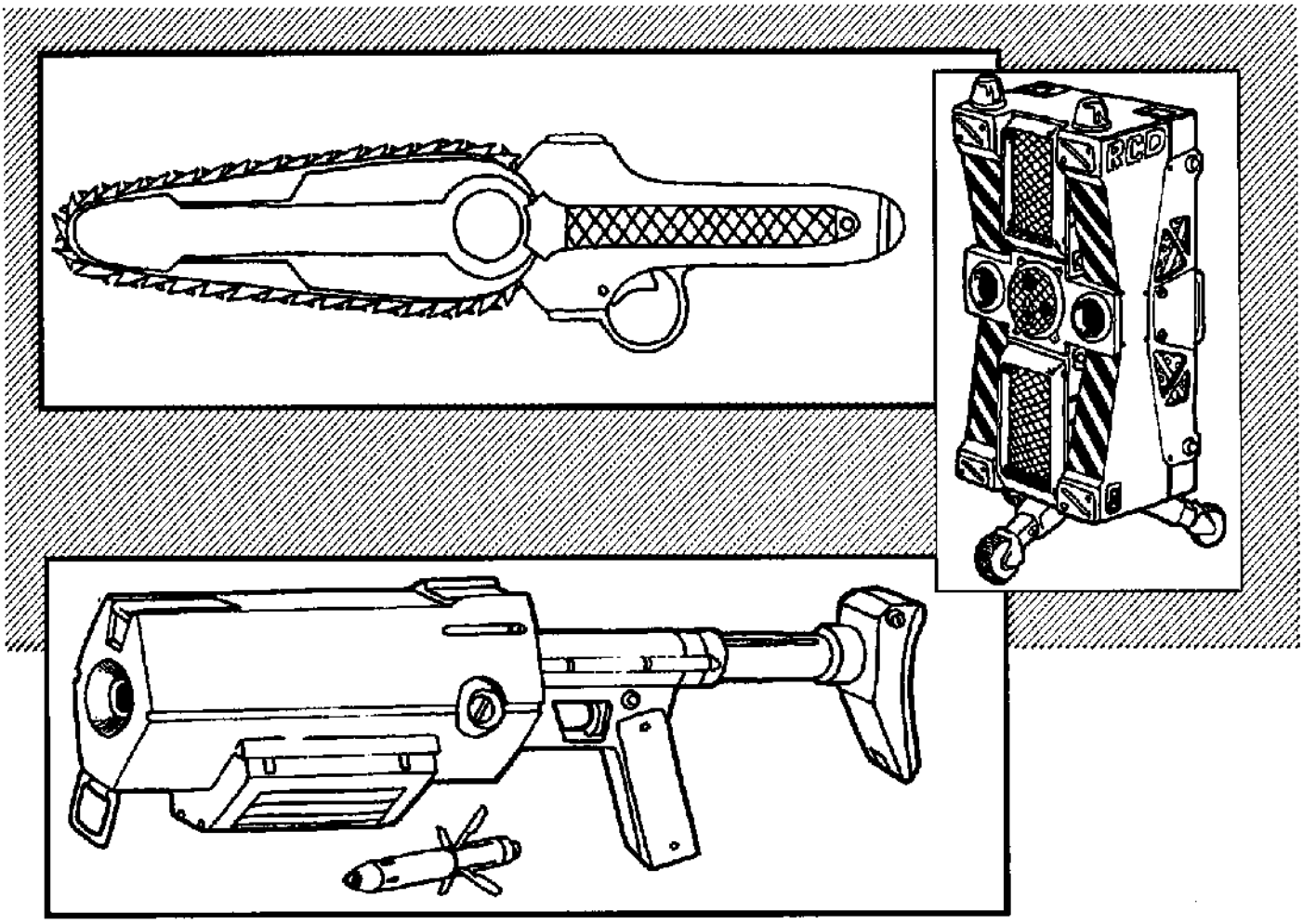
—Rache Bartmoss

SCHOLAR™ HOME LEARNING SYSTEM 750EB

The Scholar™ Home Learning System has recently been added to SegAtari's long list of breakthru hardware. By use of Virtual/Braindance Technology, you can learn languages, history, mathematics, just about anything. And in your own home! No more are you required to take long, boring classes. No more lectures. All you need to do is jack in to the Scholar™ upgrade package for your **Rush®** home virtual reality unit.

Game note: Any skill requiring hands-on experience requires you to have a Total Environment upgrade. Maximum skill level learnable is +2. Cannot be used to improve skills already known. Skill is learned at a rate of +1 per 6-hour lesson; plus 1 day of practice per lesson.

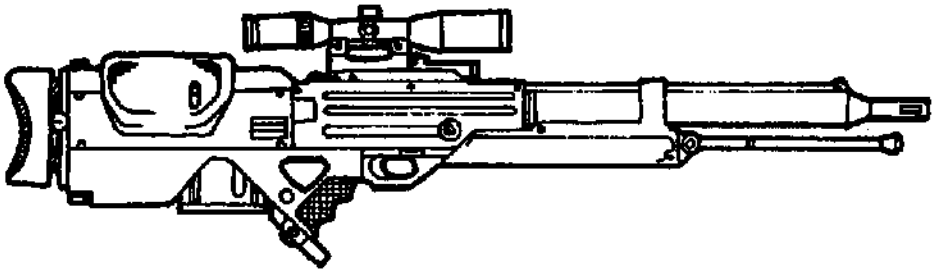
WEAPONS



"Let's not kid ourselves. As Solos, we use guns to kill. They may have other uses, but that is no concern of ours. So, with that in mind, you must agree that we need a wide variety of weapons for a wide variety of situations. And you must also agree that the best weapons are the ones that kill with the most efficiency and speed."

-Jake Takada

TSUNAMI ARMS RAMJET RIFLE 1,230EB



RIF +3 N P 8.5MM RAMJET 9 3 VR 800M

"Tsunami Arms - Better Than The Best." The top-secret Japanese weapons design firm once again lives up to its motto with their Ramjet Rifle, a remarkable new weapon which is fitted well to the roles of sniper, counter-sniper and light anti-armor weapons system. What makes this rifle special is the bullets it fires—not a normal slug, flechette or gyrojet, these 8.5mm projectiles are small ramjet engines! Fired from the rifle at a velocity of 3,200 feet per second, the supersonic bullets have a conical aperture in their nose into which the incoming air is compressed. This jet of hot air ignites the solid fuel in the center of the bullet; the exhaust blasts out of the back, accelerating the round until it runs out of fuel. This results in a constant increase of the velocity and energy of the shell until it reaches its maximum range, making the Ramjet Rifle a harder hitter the further away it is from its target. The gun is a semiautomatic, caseless ammo-firing bullpup made of lightweight polymers, boasting an adjustable grip and stock as well as an adjustable bipod and a free-floating heavy barrel. For superior accuracy at long ranges, the Ramjet Rifle comes equipped with a 4x telescopic laser-reflex smartgun interlock, which paints the target with a laser and then uses microprocessor-controlled liquid lenses to determine the range and the proper elevation to hit the target at that range by moving the aimpoint, causing the shooter to bring it to the correct angle. **Game Notes:** the 8.5mm Ramjet rounds do 5D6+3 at Close range, 6D6+1 at Medium range, 7D6 at long range and 7D6+3 at Extreme range.

POLYMER ONE-SHOT CANNON 90EB

"So like, he came at me, and like, I pulled the trigger and — ewwww—lunch meat..."

—Random mall brat

RIF -2 L C 4D6+2 (13MM) 1 1 UR 100M

Heavy firepower in a disposable package! This plastic blaster from Kang Tao is the ultimate last-chance weapon—after all, you're not going to need more than one explosive 13mm bullet to get the toughest pursuer off your tail! To keep costs down, the "One-Cannon" is made from inexpensive materials, and the shell is filled with stable explosive materials. **Game Notes:** The 13mm shell is a low-velocity HEP (High-Explosive Plastic, cratering) round which does 4D6+2. Damage is 1/2 real, 1/2 stun only - armor has no effect and is damaged 2 lvls. The gun is so poorly made that if it jams, it breaks—if a 1 is rolled, the weapon explodes, doing 2D6 to the firer's arm!

MILITECH CYBORG RIFLE 800EB

RIF +1 N P 7D6+3AP (.300WM) 30 2 ST 500M

They say that if you want good weapons, you buy Militech. The Cyborg Rifle is no exception. Made for 'borg fighting, the Cyborg Rifle can be relied on to drop a metalhead at any range. A massive bullpup, this rifle was designed around the .300 Winchester Magnum hunting cartridge, which is normally used for hunting big game. The .300WM was chosen for its versatility under a variety of conditions, ranges and targets. Militech is fully licensed to use this round, since they bought out most of the Winchester holdings many years ago! An assortment of .300WM ammunition has been produced for the Cyborg Rifle; among these is a teflon-coated armor-piercing bullet, which has proven to be sufficiently effective against most Body Plating. To enhance controllability, the barrel of the rifle is surrounded by a hydro-pneumatic recoil sleeve. Even so, this weapon is most often used by combat 'borgs themselves, as most unaugumented soldiers find its bulk taxing (loaded weight is 7.5kg).

STEIN & WASSERMAN "TRI-STAR" REVOLVER 375EB

P 0 J C 2D6 (#000) 6 1 ST 50M

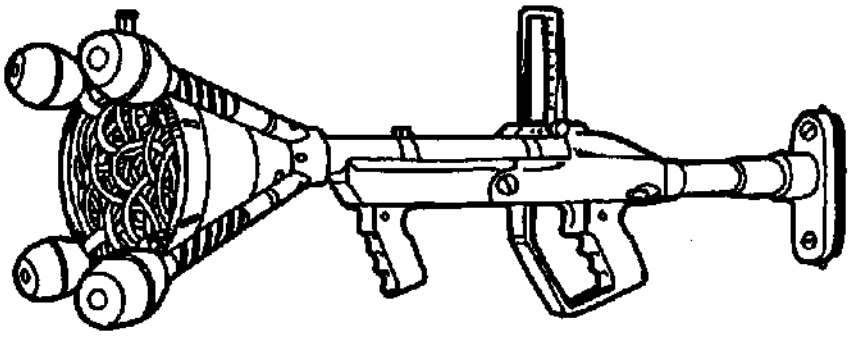
S & W designed this special-load revolver as a "compact yet practical multi-munitions delivery system." What this means (in plain English) is that the Tri-Star is a big, double-action revolver-style handgun which fires .410 shotgun ammo. Although it is capable of firing shotshells (2D6/1D6+2/1D6) and slugs (3D6+1 AP), the Tri-Star is best known for loading Triplex shells which pack three #000 buckshot pellets. When using this load, treat each shot as a "3-round burst," rolling 1D6/2 to see how many buckshot hit and then rolling each hit randomly (2D6 damage each). Stein & Wasserman also markets a 100eb lasersight which is specially made for Tri-Stars packing the #000 Triplex: the sight projects a red dot which marks the point of aim, and a surrounding circle which marks the area into which the three pellets will spread. Because of the visually distinct style of these sights, the Tri-Star has seen a great deal of use in media entertainment.

"I like this gun. It's a little old fashioned, but it has a certain kind of charm. And S&W knows how to make a good revolver too.

"Yeah, I really like it. Thanks for letting me blow your head off so I could keep it."

—conversation in the Aftermath night club, six seconds after a firefight.

PURSUIT SECURITY INCORPORATED WEBGUN 250EB



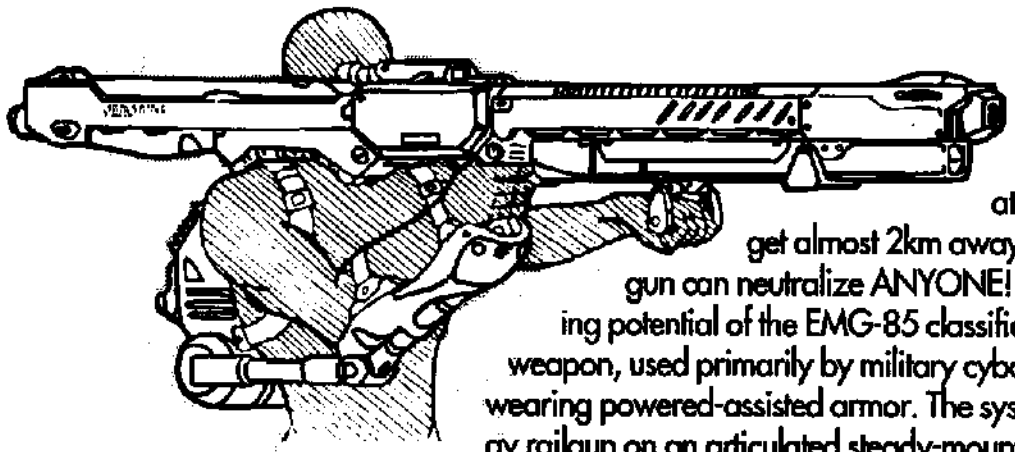
RIF +1 N C ENTANGLE 1 1 ST 30M

P.S.I. continues its popular line of non-lethal weapons systems with their Webgun, the "long-range mantrap." This single-shot weapon has a shock-absorbing stock, a pistolgrip and forend-grip arrangement, and an optical sight. The "Webber's" conical muzzle has four blast-directing "barrels," each of which propels an elliptical weight, attached to a spiderweb-like nylon net. Fired by a single cartridge, the net is pulled open by the radiating trajectories of the weights, ensnaring the target in a fast-moving, hard-pulling tangle. In police tests it has been 95% effective in rendering a person helpless. **Notes:** The web is large enough to encompass any size assailant. The victim must make Near Impossible BOD and REF checks to escape. Failure of both rolls means the target is captured; 1/2 REF for Initiative and actions, and a non-moving target for attacks. A single failure means the target will escape in 10-(BOD or REF) minutes (whichever is shorter). While stretchy and tough, the material can easily be cut by any decent blade the victim has in hand.

For an additional 100eb, the Webber can be outfitted with a carbosteel wire net and the integral taser mount to charge it. P.S.I. assumes no responsibility for the safety of those caught by the device. If web is equipped with taser charging, use Taser rules (*CP2020*, pg.97)

Also available is the **FEN Dz-55 Det-Web (450eb/net):** Designed as a new anti-Borg net-projectile for the P.S.I. Webgun, the Det-Web replaces the net's nylon strands with strips of Detcord. These directional explosive charges in strip form can make instantaneous, precision cuts through just about anything (burns through up to SP40 armor like a cutting torch in 1 combat round) when detonated. In effect, anything caught in a Detweb will take a 40-point AP hit to every body location, which will all but shred anything but the most monstrous of combat Borgs. Accuracy and range for the carbosteel net and the Det-Web are 0 • 25m.

RHINEMETALL EMG-85 KINETIC ENERGY RAILGUN 11,370EB



HVY +3 N R 5D10+10 (EAP) 5 1/2 ST 1,500M

The ultimate weapon in the war on cyberpsychosis. Delivering a nickel-ferrous slug at hypersonic velocity to a target almost 2km away, the new Rhinemetall Railgun can neutralize ANYONE! The appalling multi-level killing potential of the EMG-85 classifies it as a special-purpose weapon, used primarily by military cyborgs and C-SWAT troops wearing powered-assisted armor. The system consists of a kinetic energy railgun on an articulated steady-mount harness with a computerized fire-control system. This electro-magnetic gun (or EMG) uses superconducting technology to launch a special 15-gram Mylar-coated metal projectile at 8,000 feet per second! This projectile is not only utterly lethal to the human body, but it can also punch through all but the toughest vehicular armor plating. The fire-control system acts as a sophisticated smartgun, allowing for rapid target acquisition and engagement. The weapon has a built-in magazine with 5 superconductor power loops and a 5-round projectile pack (weight 1kg.). The ammo unit (plus power charging) costs 1200eb. Militech hopes to have a competing model, the XR-1 Mag-Pulse Gun in 12/5mm Sabot (with removable ammo/power pack) out in 18 months.

Game Notes: Due to the sheer weight and recoil, a minimum BOD of 11 is required to fire the gun without a linear frame or powered armor. The gyrostabilized mount-harness negates all modifiers for movement, but has an EV of -1 and negates the use of a Smartlink. The Extra-AP effect of the ammo is 1/4 to armor, but only 1/2 to penetrating damage. Short range extends out to approx. 375m, and maximum range is 3000m, similar to most HMGs and light cannon. Weapon weight: 35kg (77 pounds) fully loaded. The weapon requires 1 combat round to realign the magnets before a second shot can be fired. Interface plugs and a Smartgun Link can be used by themselves instead of the harness, but shooter's MA is at -1; EV is -2, and the minimum BOD requirement becomes 12.

Only found with authorized C-SWAT teams, military armories, and sometimes mounted on vehicles, the EMG-85 is incredibly rare, expensive, and illegal. Black-Market purchases should only be available with a Near Impossible Streetdeal roll. (And a critical success at that!)

LUIGI FRANCHI "KING BUCK" MULTI-MAGNUM 800EB

SHG -1 N P 6D6/5D6/4D6 (10-GAUGE) 4 2/4 VR

The Italian-made King Buck is a four-barreled pepperbox-style shotgun, made for hunting big game. It has four separate barrels and chambers, and they can be fired one at a time, or (if you want to be really gross) you can fire all four at once! This magnum shotgun fires 10-Gauge 3" Magnum shells, and can load buckshot and slugs. A huge, unusual and exceptionally heavy weapon (7 kilos), which is considered a collector's item.

"You'll love this. A large gun but simple to operate. One pull of the trigger, and BOOM, his head falls off. A very fine instrument. We make excellent instruments in Italy, yes? "

—Giovanni Stratelibre, Eurosolo

UNDERBARREL CAPACITOR LASERS/ MICROWAVERS 950/500EB

U-B CAPACITOR LASER RIF +2 * R 3D6 2 2 UR 25M
U-B MICROWAVER EX 0 * P 1D6 4 2 ST 20M
Advanced weapons from the genius at Tsunami Arms, these capacitor weapons negate the need for bulky power units by using advanced superconducting capacitor packs instead. Accuracy and hitting power in a ceramic and polymer tube that will fit under your weapon's barrel! You can even plug them into a hip power pack, giving you more shots. They are designed for sub-machine guns and rifles (medium SMG or larger).

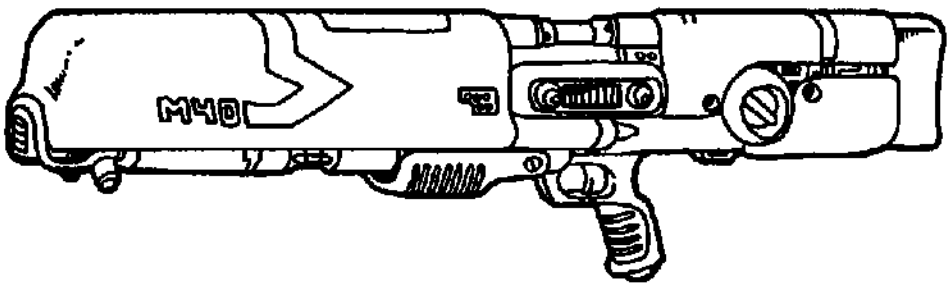
The power pack costs 250eb, weighs 4kg, and doubles the number of shots (it also adds 5m to the microwaver range). The capacitor lasers mount in an underbarrel position, and look like older laser sights (DIFF Awareness to spot the difference). Note: the laser is an advanced version of the cyberarm weapon (*CP2020*, pg.82)

"By my second or third op, I was slinging all kinds of hardware under the muzzle; flashlights to spot, lasers to pinpoint... Now I've settled on a combination that works for me; a Militech grenade launcher and a Tsunami microwaver in tandem. I call it Shake and Bake."

—Morgan Blackhand

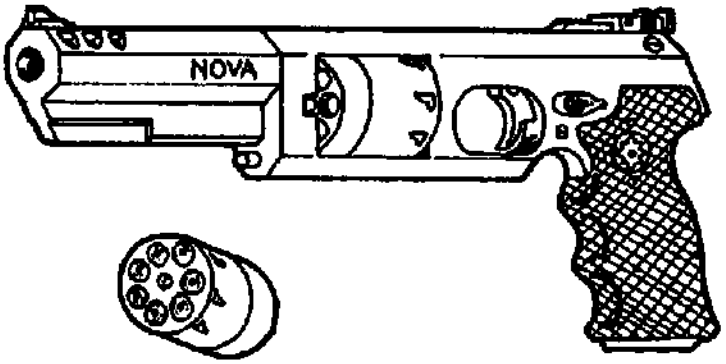
TECHTRONICA M40 "PULSE RIFLE" 3,500EB

RIF 0 N R EMP 6 1/2 ST 50M
Techntronica's milspec Electro-Magnetic Pulse cannon is quickly proving itself to be the ultimate electronics-killer. Utilizing new breakthroughs in multi-band electromagnetic beam propagation systems, the M40 is a rugged weapon designed to disrupt, defeat and otherwise destroy electronics and computer systems of all kinds. This stubby, rifle-shaped weapon (which uses liquid metal storage cells), is fully insulated against its own effects— which are devastating! At Close range, the weapon can permanently fry electronics of all kinds (from computers to cyberware), and incapacitate people for hours.



Game Notes: This a tight-beam weapon, affecting one target per shot (body locations are irrelevant), and because of its charging cycle it can only fire once every other turn. Warning: a Point-Blank shot can be lethal to the human nervous system. At Point Blank range it has a 50% chance that it will ruin electronics even through shielding, and people must make a Death Save at -3 (if they succeed, they will be unconscious for 2D6x30min). At Close range, any unshielded electronics or cyberware are immediately disabled (but can be repaired) and people must make a Stun Save at -5 or pass out of 1D6x10 minutes. At Medium range, any unshielded electronics or cyberware are disabled for 1D6/2 hours, and people must make a Stun Save at -3 or pass out for 2D6 minutes. At Long range, any unshielded electronics or cyberware have a 70% chance of being disabled for 2D10 minutes, and people must make a Stun Save at -1 or pass out of 1D6 minutes. At Extreme range, any unshielded electronics or cyberware have a 30% chance of being disabled for 1D10 turns, and people must make a Stun Save or pass out for 1D6 combat turns.

NOVA .338 CITYGUN 460EB

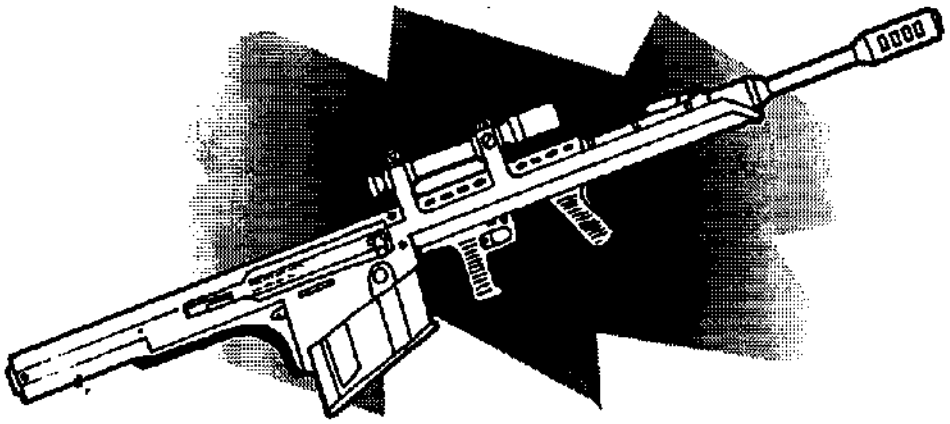


P +1 J P 3D6 (.338) 7 3 VR 50M
The double-action Citygun is Nova Arms' attempt to bring the revolver up to date. Rather than employing a traditional cylinder, it uses Nova's patented "Ammo Cassettes." These are disposable cylinders composed of superstrong composite ceramics, preloaded with seven .338 Nova cartridges. To reload, one simply drops out the empty cassette and slaps in a fresh one, thus doing away with clumsy reloading of individual rounds. The Citygun is packed with modern features, sporting a nonreflective matte-black finish, a octagonal barrel which has an underbarrel universal scope-mount, an adjustable trigger, and twin triple-porting on the barrel, which serves as a sophisticated muzzle compensator (the compensator aids in quick recovery for follow-up shots, increasing the ROF to 3). Nova also includes two spare ammo cassettes with every Citygun. Durable, reliable, and capable of placing seven high-velocity slugs in a two-inch pattern as fast as you can pull the trigger, the Citygun is indisputably the most advanced wheelgun on the market today. **Note:** .338 Nova—This rimmed, brass-cased cartridge fires a 98-grain bullet at 1695 fps. This places Nova's new cartridge around the .357 Magnum, making it an ideal mid-range load. Ammo is available for 15eb (per box of 50 rounds), and disposable

COLT-MAUSER M2X CANNON 3,050EB

HVY 0 N R 4D10+6 (20MM EHI) 8 1 ST 600M
The undeservingly world-famous Barett-Arasaka "Light 20" has a 20mm bore diameter but fires saboted subcaliber penetrators of depleted uranium; it's a cheap cop-out, a "20mm" rifle any wimp can fire. The Colt and Mauser arms companies have recently joined forces to produce the M-2x, a true 20mm rifle! This massively powerful semiautomatic is fired over the shoulder, much like a WWII bazooka, and uses the same 20mm shells as those in the Vulcan guns on aircraft like the F-36. The magazine housing is built into the shoulder brace, bullpup-style, and the long-travel recoil absorbing rod goes over the firer's shoulder. Despite composite construction and hydraulic shock-absorption systems, the M-2 requires an Average BOD roll (difficulty 15) to avoid taking 1D6/3 in bruise damage to the firing arm (a critical failure also results in the gun being dropped). A 4x telescopic sight in the carrying handle is standard equipment, and the M-2 weighs 23kg fully loaded.

EHI: Extra High Impact ammo (for rounds in the 20-30mm range)—armor is at 1/4, penetrating damage is <u>not</u> reduced. If the damage is stopped, but exceeds 1/2 the armor's SP, the target takes 1/4 damage from sheer kinetic impact. Brittle cover (i.e., cinderblock walls) will shatter if the cover's SP is exceeded by the shell's damage.



MILITECH AM-3 "ANTI-MATTER RIFLE" 6,000EB

HVY 0/+1 N R 6D10+12 (30MMEHI) 5 1 ST 1600M

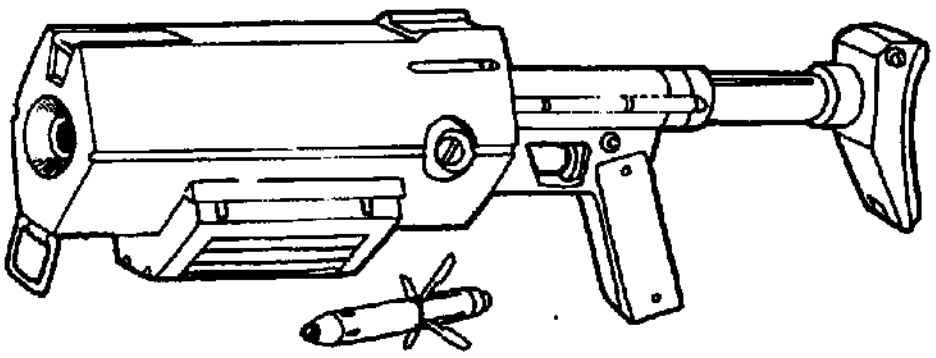
The return of the Anti-Tank Rifle! Militech's 30mm recoilless rifle is the only man-portable weapons system capable of taking on a main battle tank. More commonly, this high-power cannon is used to smash combat borgs, powered armor, and sensitive targets such as bunkers, radar stations and armored fighting vehicles. It fires Militech's patented 30mm rocket-propelled depleted-uranium shells to avoid the crushing recoil that accompanies a standard 30mm cartridge (these are the same shells used in Militech's aircraft-mounted gatling cannon). Nonetheless, this rifle is by no means recoilless, and it is made of high-strength ceramics in order to withstand the tremendous pressures and reduce overall weight. Equipped with a hydro-pneumatic recoil absorption system, an advanced muzzle brake, and a telescoping shock-absorbing stock and bipod, the AM-3's recoil is still punishing: it requires an Average BOD roll (difficulty 15) to avoid taking 1D6/2 in bruise damage to the firing arm (a critical failure also results in the gun being dropped). Warning: do not try firing this thing standing up unless you have a linear frame of at least Beta class, or you will be knocked down and the bruise damage doubled! Equipped with a Cyberoptic Triangulation smartgun interlock and a 2-10x telescopic sighting system with low-light and thermal imaging capabilities, this rifle has incredible range potential. Strictly a military weapon, this gun is incredibly illegal. What's more, the Depleted Uranium rounds (which are rated Extra High Impact, see Colt-Mauser M-2x) cost 100eb each! Because the round is low-velocity with rocket boost, there is a "safe zone" of 160m in which the weapon has Acc 0 and does 1/3 damage; it does 1/2 damage, Acc +1 between 160-800m, and full damage, Acc 0 after that.

"Okay, so it doesn't really use anti-matter. We just call it that because it uses depleted uranium."

— Marlo (Militech Rep)

"Right. I say you call it that because you can use it to knock the frackin' Starship Enterprise outa orbit."

— Axeman (Freelancer)



MILITECH URBAN MISSILE LAUNCHER 900EB

HVY +2 L P 4D6 (MICROMISSILE) 12 2 ST 200M
MM-POD: HVY +1 * P 4D6 (MICROMISSILE) 1 1 ST 200M

The most advanced urban weapon ever to hit the streets! This magazine-fed weapon, which resembles an oversized SMG, fires the same self-guided heat-seeking explosive-tipped rocket-propelled projectiles as the cyberarm Micromissile Launcher. However, its large box magazine allows for high firepower and rapid reloading. With an Urban Missile Launcher, the average corporate solo becomes a fearsome hunter-killer! Also available from Militech is the Micro-Missile Pod, a muzzle-loading 1-shot micromissile launcher designed to be mounted on any shoulder firearm, from a carbine to a machinegun (this unit costs 200eb, and can be mounted on any weapon for 50eb). **Notes:** see Micromissiles, pg. 49, for rules on using these weapons.

MILITECH PDU-3 MULTI-PURPOSE PERIMETER DEFENSE UNIT 150EB PER UNIT

HVY 0 P P 2D6+5 1 1 ST (2.5M BLAST RADIUS)

These small devices are one of the most compact sensor-deterrent units on the market today. The PDU-3 is a unit about 3" square by .75" thick, with a sensor, controls, and a small panel for insertion of a single microcell (to power the sensor and controls). Designed to be used as a part of a perimeter, or to be sown to dissuade pursuit, these units contain a small, but potent, explosive charge. The casing is made of a light ceramic that shatters into long, sharp shards, providing a fragmentation effect. The PDU-3 can be set to fire from a variety of triggers, and can be set for almost any time delay. While the unit will accept input from most military sensors, it is equipped with a PIR (Passive Infra-Red) motion sensor, a magnetic door contact (about the same size as a matchstick), and a tripwire. Each unit has a small amount of charge-activated molecular glue on it's back, allowing for solid adhesion with almost any surface. The PDU is state of the art in man-portable area denial weaponry! Versions adapted to throw gas are usually bursting types with a similar radius.

TSUNAMI ARMS "AIRHAMMER" 5.3 MM AIR PISTOL 325-400EB

P+1 J SPECIAL (5.3MM AIRJET/VARIES) 5/7 2 ST

An unusual design for an unusual purpose. Tsunami was asked by Crystal Palace Security to design a weapon that would penetrate the light armor (like skinweave) commonly encountered on the Palace, while still avoiding the problems of hull penetration and threats to bystanders. The answer was the AirHammer, which fires a 5.3x19mm cartridge, using a compressed gas cannister for propulsion. The low velocity of the air gun limits penetration, and reduces recoil. A simple switch on the bottom of the barrel controls how much gas is used. The gun has three settings: "Target," "Combat," and "Overload." A variety of rounds are available for this weapon, but the most common is a fragmenting flechette made by Kendachi that has minimal penetration versus solid surfaces but excellent stopping power. Other rounds include flechette, gas, gel, and practice rounds. The AirHammer is available in two versions: the first has a 5-round cylinder, a laser sight, and mounts a 10-shot gun camera as integral equipment. HighRider solos prefer this weapon, as it gives positive proof that the user was unable to close with the victim. The second version (the Mark 2) has a seven-round cylinder and an integral smartgun rig. This is usually issued to Security personnel and bodyguards.

The AirHammer is Very Difficult (25) to find on Earth, but Average (15) at any Spacer facility (although they may not sell one to a Groundhog). "Target" is used when performance is not necessary, and only delivers 1/2 damage. "Combat" is the normal setting for the weapon, and no modifiers are applied. When the pistol is set for "Overload," its reliability drops to UR. It also does +3 damage. The gun's air reservoir holds 15 units of air—each target shot uses 1/2 a unit, each combat 1, and overload uses 3. Replacing the cylinder is a 1 turn (10sec) operation, and requires a REF roll vs 15 (to keep from dropping something). This roll can be skipped by taking an extra turn. The Z-G Recoil Modifier is +1 so the base REF roll to maintain position in Z-G while firing this weapon is 16+.

MUNITIONS LIST

Kendachi Fragmentation Flechette—does 1d6+2 damage, uses special ceramic darts.

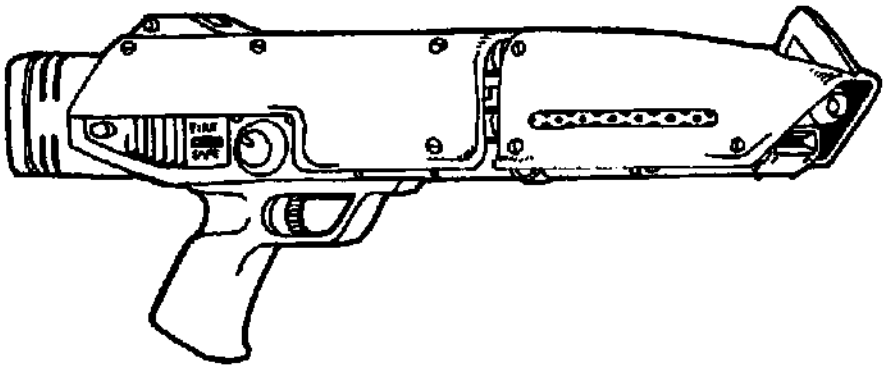
Flechette—1D6+2 AP. Uses bioplastic or ceramic darts. Shreds soft armor (reduces SP by 1/4), but shatters against solid surfaces.

JellSluggs—2D6+2 damage (see rubber bullets, pg. 47). The gel rounds splat against walls or hard armors.

Gas—Throws out a 2m gas cloud when it impacts a solid surface (usually sleep gas, but any gas is usable). Persistence is 2 rounds.

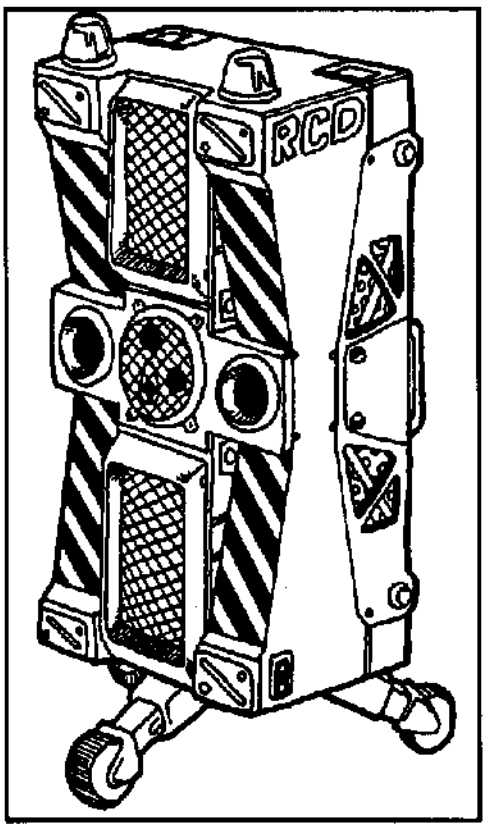
Practice—1D6-1 damage, uses a plastic slug.

TECHTRONICA MODEL 009 VOLT PISTOL 950EB



P +1J R 3D6 6 1 ST 25M

A dynamic new weapon from the masters of electronic warfare! Inside the sleek metallic frame of the Volt Pistol is a low-intensity laser projector, which ionizes the air when fired. Then the 009's high-capacitance liquid metal batteries release an electrical charge along that path, resulting in an artificially-generated, directed "lightning bolt." (damage is 1/2 real, 1/2 stun) Since this is an electrical discharge weapon, any cyberlimb hit by a Volt Pistol will be shorted out for 1D6+3 turns (if a critical success is rolled, the limb is permanently shorted out and must be repaired) unless shielded (20% chance). Even if the target is hit in a meat part, adjacent cyberware is treated as if hit by a microwaver with a +1 on the effect roll (a critical TO HIT success means any effects are permanent until repaired). Of course, most armor is not grounded against electrical impulse (this is 50% the cost of the armor, and negates the gun's effects), so normal armor offers no protection against the blast! Utilizing advanced technology, the Volt Pistol is comparable in size to a large SMG, and is powered by an energy pack (reloads cost 25eb) which attaches to the rear of the weapon.



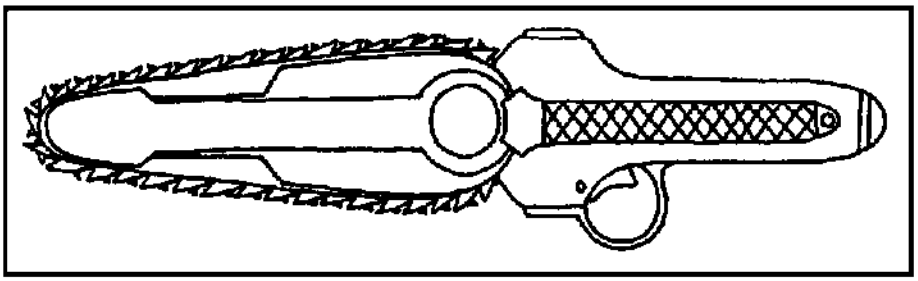
ARASAKA "NAUSEATOR" RIOT CONTROL DEVICE™ 1900EB

EX 0 N P SPECIAL 10 1 ST

The latest in large-scale crowd control. Police forces take note: the "Nauseator" (as it was dubbed at last year's LawTech convention), has proven itself as an effective way to cool down an otherwise ugly situation without unnecessary bloodshed. No need to hose down a field with expensive 30mm ammo. Just dose 'em with ultrasound and watch those poor souls puke their guts out. The mess is certainly less than that of blood on the streets.

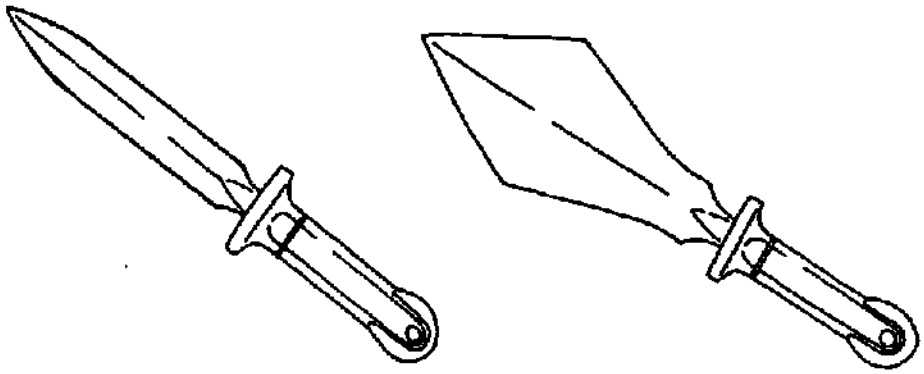
- All targets within range must make a Very Difficult BOD check to avoid the disorientation, headaches and nausea/vomiting.
- If check was made: Debilitation (-4 to all actions for 1D6 rounds)
- If check failed by 1-3: Incapacitation (REF and MA reduced to 1 for 1D6+1 rounds)
- If save failed by 4+: Serious Incapacitation (unconscious for 1D6 minutes)

Target must be hit for a minimum of 2 consecutive rounds before being subdued. Range is a shotgun pattern 15m deep and 25m wide. The following cyberaudio options increase the BOD check one level: Amplified Hearing, Increased Hearing Range. These options make you immune to the effects: Sound Editing, Level Damper. Special headsets or earplugs reduce the BOD check by one level. Note: the device is a field generator (0.6m wide x 1.7m tall), not a hand-held weapon.



IMI "CHAINKNIFE" 120EB

M +0 J P 2D6+1 NA NA VR
Designed and manufactured in Israel, the ChainKnife has seen a great deal of use with Mossad agents. Shaped somewhat like a survival knife, this is a battery-powered (2 hours) hand-held combat saw (similar to the Buzzsaw cyber-option; *Solo of Fortune*, pg32) which can chew through armor like cheesecloth (1/2 SP, soft armors are reduced 2 pts/hit)!



SLAMDANCE INC. SPAWNBLADE 450EB

M 0(+1 THROWN) J P 1D6+BOD/1D6+4 NA NA ST
With the Spawnblade, SlamDance Inc. puts the "combat" back into the combat knife! To the naked eye, the Spawnblade just looks much like any combat knife that has been balanced for throwing (1D6+BOD modifier damage). The differences manifest only in combat: once the safety is disabled, the Spawnblade's memory-metal blade has the ability to "fan out" its cutting edges. On any combat hit that does more than 4 points of damage (including BOD bonuses to damage, but before BTM) and gets past your opponent's armor, the Spawnblade can be triggered. The blade spreads into a razor-sharp 50° spatula—inside your opponent's body! This does an additional 1D6+3 (armor won't help). Once opened, the Spawnblade can only be safely removed with a Medtech roll of 20; any other means of removal will cause the victim another 1D6/2 damage. The Spawnblade comes with a safety sheath in a choice of ten designer colors.

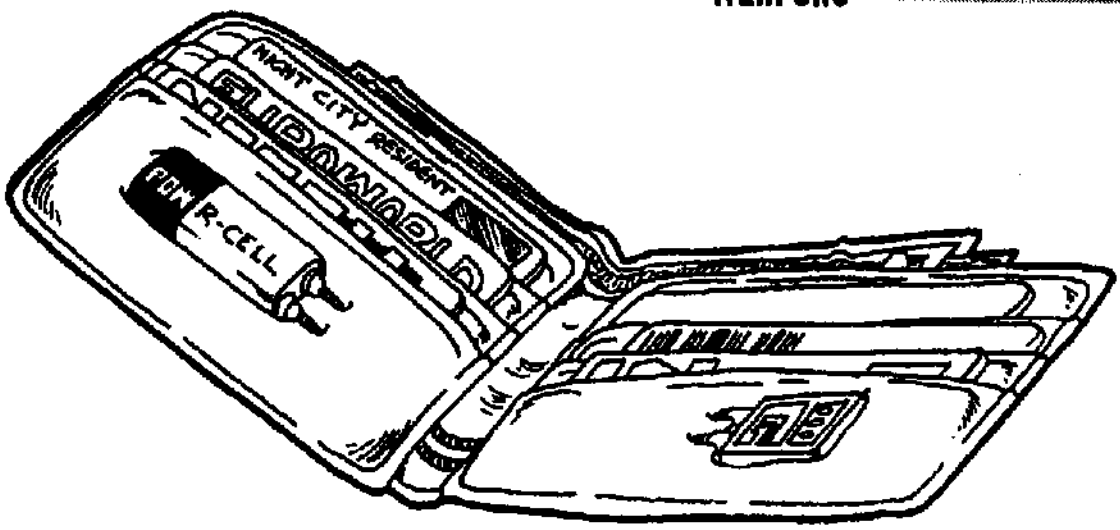
KENDACHI MONOWHIP 350EB

M 0 J P 2D6 NA NA ST 1-3M
Following in the tradition of the popular cyberweapon, Kendachi's Monowhip houses a spool of mono-filament wire in an ergonomically-designed handle. The wire has a small weight at one end for balance and swing, and can be extended up to 4m in length or reeled in at the push of a switch. The Monowhip can therefore be used as a garotte, cutter, or razor-sharp grapple. The monomolecular wire will cut through almost any organic material as well as most plastics, doing 2D6 damage (double damage on a critical success). **Note:** Monoweapons, unless noted otherwise, allow only 1/3 armor protection vs. both hard and soft armors.

KENDACHI MONOWIRE 60EB PER METER

String it at neck level, and watch your pursuit go to pieces; string it at ankle level, and watch intruders lose their footing! Available in varying lengths, Kendachi's monomolecular wires are capped with synthetic bulbs at either end for safe handling. The ultimate trap element, and ideal for slicing your cheese, too. **Note:** Monowire does 3D6/cut damage, while reducing armor values to 1/3rd.

TASER WALLET 65EB



New from Pursuit Security Inc. comes their complete line of personal object protection devices. Thieves got you down? Try our little toys. Each wallet, billfold, and purse is rigged with a 1000-volt charge that activates when removed more than 2m from the transmitter chip hidden on your person. The unwary pickpocket is unable to hold onto the object for more than a few seconds. Discreet and non-lethal, these are designed to discourage so called "five-finger discounts" of your personal belongings.

Note: Beyond 2m the thief must make a Very Difficult BOD roll each round to hold onto the stolen item. An Average COOL check is recommended to avoid crying out.

MYSTIC TECHNOLOGIES SPRING KNIFE 125EB

MEL O P C 1D6 NA NA ST 1M/5M

On first inspection this knife appears to be the standard survival variety, but in fact its blade can be released and launched via a high-powered spring. The blade has a range of 5m and inflicts 1D6 points of damage. The knife takes 2 rounds to reload.

DRUG-A-THUG™ 150EB

EX 0 P C CHEMICAL 5 1 VR

The latest thing to hit the streets of 2020 is the Petrochem Drug-a-Thug™. This handy-dandy little device delivers a solid dose of any paralyzing or sleep-inducing drug that the wielder chooses. Compact, it is capable of fitting into most pockets and purses. Only slightly larger than a touch taser, the Drug-a-Thug™ is perfect for those who wish to be discreetly armed.

Any target struck must make a Very Difficult BOD check (plus Resist Drugs skill) to avoid it's effects. Reloads cost from 10-20eb per dose. Capable of being loaded with any drug. The device will not penetrate armor.

TASER II™ 100EB

EX 0 P C STUN 4 2 VR

The newest in personal protection for the non-violent person. This little friend is capable of delivering a 15,000 volt charge to a touched target. Reach out and say hello to that perp with the modern answer to crime. The new Taser II™, brought to you by the people at Militech. Because we care about your safety.

Note: Target must make a Stun Save with an additional -1 to avoid its effects. See taser rules in *CP2020*, pg.97 for more details.

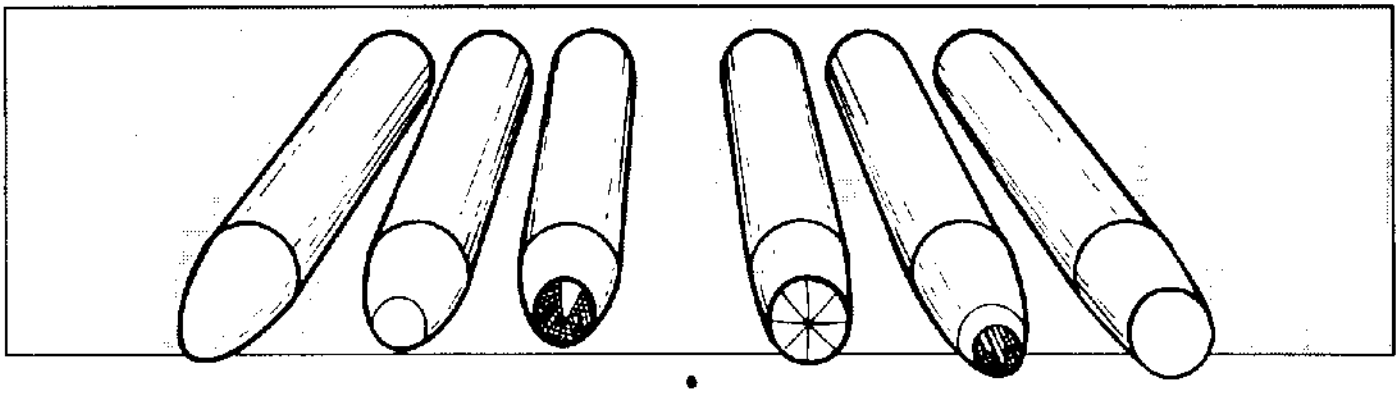
SKUNKER™ 70EB

EX -1 P E GAS 4 1 VR

Armament for the non-violent person. Delivers up to 4 doses of non-lethal gas (Purchaser's choice) to a target 2m away. One target only, but enough to discourage any allies he/she may have. At 6 inches long and 1 inch around, it fits in any purse or jacket pocket. Comes in 6 designer colors. For 5-10eb more, the gas can be mixed with odiferous chemicals creating additional effect equal to Stench Bomb (see entry).

Note: See gas rules *CP2020*, pg 100 for details.

AMMUNITION



DUAL-PURPOSE ROUNDS (4X BASIC COST)

Gone are the days when you might accidentally bring AP bullets to a nudist colony, or normal ammo to a Body Armor manufacturer's convention. Dual-Purpose ammo gives you the best ballistics for the best situation; DP rounds consist of a dense, sub-caliber penetrator core of tungsten steel wrapped in a sheath of soft, quickly-mushrooming lead. When these rounds hit armor, the lead sheath strips away while the penetrator continues through to your target. However, when these rounds hit flesh, the lead squashes out to cause a massive wound cavity. In any situation, Dual-Purpose rounds leave little to be desired. **Notes:** when DP rounds hit an armored target, they treat it as 1/2SP but do 1/2 damage to flesh. If the target is unarmored, they do 1.5x normal damage.

API - ARMOR-PIERCING INCENDIARY (4X COST)

In the old days, guns were called "heaters." That name applies once again, thanks to the remarkable new API rounds. These cartridges fire metal-jacketed, sharp-nosed slugs which cut through most armor with ease, but these slugs pack a surprise: each bullet is composed of a solid chemical compound which combusts in reaction to high-pressure impacts. The overall effect is a bullet which, upon impact, becomes incredibly hot, searing the insides of its target! Just try not to get into a firefight in a paper factory... **Notes:** API ammo acts as normal AP ammo (armor SP is halved but so is damage vs. flesh), but if the bullet penetrates its target's armor, it does an extra 1D6 damage the first turn, and 1D6/2 damage the second turn. API rounds may ignite any flammables they hit (50% chance). Cannot be fired from guns with ElectroThermal Enhancement

KENDACHI FRAGMENTATION FLECHETTES (5X COST)

This ammunition, manufactured by the Kendachi Corporation, consists of a synthetic-cased or caseless cartridge which fires a subcaliber alloy flechette. These saboted, fin-stabilized arrows travel at impressive speeds (up to 4,000 feet per second), giving them superior armor penetration ability. They are also injected with a near-microscopic filling of a C6-style plastic explosive, and are chemically time-delayed to detonate a microsecond after impact. Using this design, the needle-like projectiles are able to successfully penetrate armor without suffering from overpenetration. The classic problem with flechettes is this: being of very small diameter and traveling at extremely high velocity, a flechette may pass directly through the target and leave only a tiny (and ineffective) hole in the body. To overcome this, Kendachi's fragmentation flechettes pack just enough explosive to break themselves apart once they enter the body, thereby creating a devastating wound cavity. **Notes:** Kendachi's Fragmentation Flechette ammo is available for any weapon at 5x the cost of regular rounds; they treat soft armor as 1/2SP, and do normal damage to flesh. Beware — these rounds are Rare availability and very illegal. Usually found with orbital weapons. Cannot be fired from weapons with ElectroThermal Enhancement.

LESS-THAN-LETHAL™ AMMUNITION (COST VARIES)

Many ammunition manufacturers have produced a variety of Less-Than-Lethal ammunition as well as utility rounds for shotguns. They can not be called non-lethal, as many are very dangerous if not used at the proper ranges. These are just a few of the types available to the public.

RUBBER BULLETS 1/3 NORMAL PRICE BOX OF 50
Damage is Stun only beyond 3m. Below that range, 1/2 is real, 1/2 is Stun.

STINGER SHOTGUN SHELLS, 12 GAUGE 15EB BOX OF 25
Damage is Stun only beyond 3m. Damage is 4d6 under that range.

STINGER SHOTGUN SHELLS, 10 GAUGE 20EB BOX OF 25
Damage is Stun only beyond 9m. Damage is 5d6 under that range.

GAS SHOTGUN SHELLS 20EB/25EB BOX OF 25
Damage is by gas type used. Area of effect is 2m circle.

FLARE SHOTGUN SHELLS 25EB/30EB BOX OF 25
Lights up an area of 30m diam. Causes 2d6+2 and 1d6/2 per round fire damage if fired as a regular shell.

SMOKE SHOTGUN SHELLS 15EB/20EB BOX OF 25
No damage, but obscures a 3m circle with dense smoke.

FLASH SHOTGUN SHELLS 30EB/35EB BOX OF 25
Act as a flashbang grenade in a shotgun pattern 25m deep by 3m wide. (see Flashbang Grenade)

"Non-lethal ammo only? Geez, Morgan. You're really a killjoy, y'know that?"

—Ripper jack

PROPELLED/ HAND GRENADE TYPES

URBAN TECHNOLOGIES SLASHER 75EB EACH

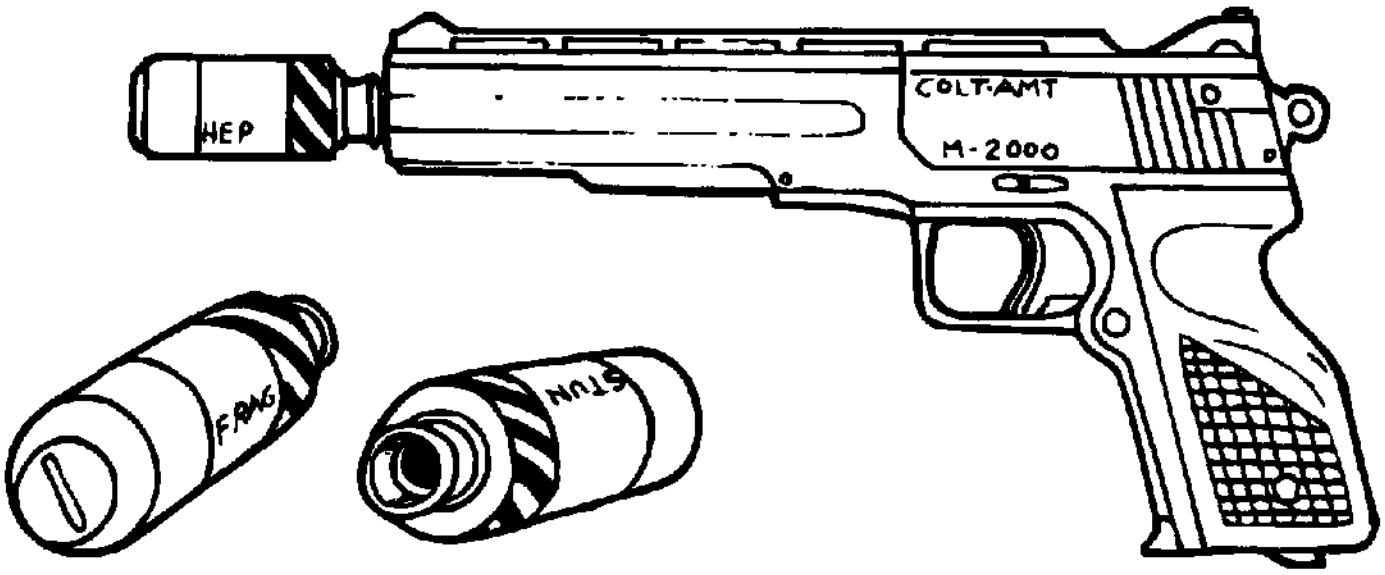
Another lethal toy from the madmen at Urban Technologies! They've come up with an antipersonnel shell (available in 12 or 10 ga., 25mm, 30mm, and 40mm shells) that strings monowire between two specially-weighted slugs. As the slugs travel, they spread apart, pulling the monowire taut and slicing everything that passes between them in half!

The Slasher delivers a single attack if it hits, doing 4d6 damage at 1/3 armor SP. The only difference is the length of the monowire...the 12/10ga has a 1m wire, while larger shells have longer wires (25mm= 2m, 30mm= 2.5m, 40mm= 3m wire). The shell can attack any target in that area, similar to a shotgun blast.

SPLATSHELL (10EB PLUS COST OF SPLATBALLS)

One of the most unique riot control weapons to ever come down the pike, the SplatShell is a submunitions dispenser of a different sort. Loading 20 16mm splatball rounds into a special sabot (for 30mm/40mm launched grenades), the SplatShell can spray a 10 meter area with your favorite splatballs...virtually guaranteeing a hit!

The SplatShell is treated just like a shotgun blast, but all pattern sizes are doubled (2m at Close range, etc.), and any target will be hit with 1d6 splat balls...which can be of any type, but must be selected ahead of time. Munitions can be mixed... Referee's discretion as to which types hit whom.



MILITECH 25MM PISTOL-GRENADES

15-30EB EACH

These are similar to DCR's rifle-fired grenades, but they are designed to be fired from pistol-caliber weapons. Any pistol or submachinegun's barrel can be fitted with a Militech-produced muzzle adaptor (200eb) in the appropriate caliber by a weaponsmith or techie (for about 50eb). The adaptor's bullet trap design allows the shooter to fire a conventional round to launch the pistol grenade up to 100m away. These small, barrel-shaped (25x50mm) projectiles carry warheads with capabilities equal to standard 25mm Mini-Grenades. **Note:** Pistol-Grenades cannot be launched by weapons of less power than 9mm, and 9mm through .45-caliber weapons will only have an Extreme Range of 30m! .357, 10mm and other, more powerful rounds will have an Extreme Range of 100m. Bullet trap launcher cannot be used on guns with ElectroThermal Enhancement.

Grenade Type	Long Range 9mm/.45	Long Range .357/10mm+	Blast Radius/Dam	Cost Ea.
HEP (Cratering)	15m	50m	- /5D6	30eb
- Damage is 1/2 real, 1/2 stun only; armor has no effect and is damaged 2 levels.				
Incendiary	15m	50m	1m/ 4-2-1D6	30eb
- 4D6 first turn, 2D6 second turn, 1D6 third turn; flammables in 1m radius burn. Soft armors reduced two levels/hit.				
Offensive Frag	15m	50m	3m/5D6	25eb
- High-explosive fragmentation; very messy in closed areas.				
Defensive Frag	15m	50m	3m/2D6+1	20eb
- Reduced explosive; safer for use in tight confines (like rooms, hallways, etc).				
Smoke/Tear Gas	15m	50m	3m/varies	20eb
- See *CP* rules for clouds; Tear Gas causes tearing & -2 REF, Smoke can't be seen thru.				
Concussion	15m	50m	4m/3D6	15eb
- 3D6 damage is stun only, armor protects at only 1/3 effectiveness.				
Flash Bomb	15m	50m	5m/-4REF/Awa	15eb
- 1/2 Stun Save per person with -4 to REF & Awareness for 5 turns.				

MICROMISSILES 50EB EACH

75EB FOR ANTI-ARMOR, 200EB FOR HEP
CYBERLIMB LAUNCHER (900EB):
HVY +2 * P 4D6 4 2 UR 200M

These miniature missiles are explosive-tipped rocket-propelled rounds with heat-seeking guidance and steering vents. They can be programmed to track objects by their specific IR signature (vehicle engines and human body heat are the most common choices), and explode on impact. The missiles are self-guided, and once locked onto a target they can follow it through one direction change of 90 degrees or less, giving them the ability to track around corners and obstacles (with a 3 in 10 chance of losing the target). Attacks are resolved in the following manner: first, the firer makes an attack roll, adding the Missile's +2 accuracy and ignoring cover and line of sight modifiers. If the attack roll is greater than the difficulty for the listed range, then the missile has hits its target. If the attack fails, then the firer rolls 1D10: on a 4-10, the Micromissile corrects its path and a second attack roll, just like the first, can be made. A failed roll means that the micromissile was distracted and struck something or someone else at random, with no possibility to hit the target (use the Grenade Table on page 89 of *Cyberpunk 2020* to determine where the missile went). However, if your first shot misses your target, you may always fire at him again with your next shot(s) — even if he's under complete cover! Micromissiles have a minimum range of 10 meters, and they must be aimed at a partially exposed target — if they are fired blindly they will fail to initialize a target and will fly in straight paths like normal projectiles. Micromissiles normally do 4D6 damage in a 2m radius, but Anti-Armor Micromissiles (which treat the target's armor as 1/2SP, 1m radius) are available for a 50% increase in price. Missiles can be fitted with HEP warheads for 4x normal price. (4D6+4 damage, no radius; effects equal to S&W Model F)

SCATTER GRENADE 70EB

GRN O P C SPECIAL 1 1 VR

This grenade closely resembles a standard frag grenade. It has a 6 second delay after the pin is pulled. When the grenade discharges, it fills a 5m radius with smoke and harmless particles. The cloud is not only impenetrable to normal sight, it also makes IR and thermal imaging useless.

The cloud lasts for 5 rounds in calm winds.

STENCH BOMB 20EB

Best weapon to clear a room with. Few, if any, can stand the putrid odor that emits from the bomb after activation. The cloud covers a 5x5m area and sticks to any surface. Surfaces must be cleaned to remove the odor.

Note: All those in area of effect not in protective gear (gas mask, nasal filters, etc.) must make a Very Difficult COOL or BOD check or leave the area.

FLASHBANG GRENADE 40EB

GRN 0 P P 4D10 (STUN) 1 1 VR

The perfect weapon for those delicate jobs requiring that the target be returned alive. Put two or three of these babies in their laps and watch 'em drop. No one can stand up to a concussion blast as well as three 1,000,000-candlepower flashes delivered in under a second. Even the most borged-out loon gets bounced around when a flashbang goes off in his lap. Minimal damage is accrued to surroundings and no permanent structural damage is incurred. The only thing you need to worry about is the bill from the glass men.

The flash effect is similar to that of Flashbulb (*Chrome Book*, pg.35). Soft armor has NO EFFECT against the stun damage; hard armor is at 1/4. Total time out is 1D10 minutes. Flash affects anyone who looks at the blast. Concussion effects all in 5m diam. circle. Glass is shattered up to 10m away if in an enclosed area, like a building.

SPRAYPAINT GRENADE 20EB

Good for the 'punk with a sense of humor. Upon any sharp impact the grenade will "detonate," sending paint all over a 3m area. Paint comes in 15 vibrant colors.

Note: Can blind a target for 1D6/3 minutes if caught dead center of "blast".

WEAPON MODIFACTIONS

NINE-ELEVEN CHIP 175EB

Now you can rely on the cops.
How likely is it that the police will even know about, let alone respond to, a firefight which you happen to get mixed up in? With the Nine-Eleven chip, it's a sure thing! This modification to your handgun (which does not require a smartgun interlock) installs a small, high-power cellular phone-link which calls the local police (or anyone else you choose) the instant you pull the trigger. Law enforcement agents (or whoever you have selected) are almost guaranteed to respond within 1D10+2 minutes. GMs' discresion on how likely the cops are to respond. **Note:** do not expect any help if you use this item in the Combat Zone.

SECURITY CHIPPING 250EB

Keep your gun out of the wrong hands.
This aftermarket chipping for your smartgun establishes a coded lock on the weapon's firing mechanism. In order to use the weapon, you must first jack into your weapon and then "think" the correct password or combination to the gun's on-board computer. Only after the correct code has been given will the weapon operate. A Very Difficult (25) Electronic Security roll is required to break the lock.

GUN-CAM 100EB

This modification to your handgun (which does not not require a smartgun interlock) mounts a tiny digital camera aimed parallel with the barrel. Whenever your gun fires, it takes a picture, giving you instant evidence for your self-defense plea. Its internal memory can hold 10 "shots" to aid in your defense, downloadable to any computer or display system. **Note:** many states now require that registered guns have Gun-Cams.

ELECTROTHERMAL AMMO ENHANCEMENT (50% OF WEAPON'S BASE COST)

Overcome the laws of physics! The maximum speed a bullet can be accelerated with gunpowder (around 6,500 feet per second) and the pressure spike created by a gunpowder gas explosion have always limited the capabilities of firearms technology—until now. Take your firearms beyond the limitations of the last century with ElectroThermal Enhancement. By modifying the breechlock, adding a micro-battery pack, insulating the weapon and using high-tech ammunition, a firearm's muzzle energy can be doubled! (Without blowing apart, too!) ElectroThermal (ET) ammunition has the same cartridge dimensions as regular cased loads, but instead of a primer and powder, ET guns employ an electrical pulse and a liquid working fluid. This liquid can be anything from methanol to water, but it must be primed with around 100,000 amps. This energy pulse causes the liquid to combust, changing state to plasma, which pushes the bullet down the barrel at incredible velocities. ET guns can also modulate barrel pressure with a throttle, controlling the energy in the priming process with a safe time/pressure trace. As an example, a 5.56mm bullet has a muzzle energy of 1330 foot-pounds, while an ET 5.56mm has a muzzle energy of 2764 ft-lbs! ET enhancement insulates the gun against electrical surges, modifies it to accept a 100-shot battery (10eb each), and replaces the hammer with an electrode: the result is that the gun does 50% more damage! the procedure can be performed by many arms factories and some gunsmiths (**Poor** availability, Weaponsmith vs. 25), usually costs a couple of hundred euro, and adds .5kg to the weapon — note that only weapons which use **cased** ammo can take advantage of ET enhancement (this generally means 20th-century guns). ET ammo costs 2x normal, and can be combined with some of the other ammo types (AP, etc).

TEAMS

lifetime
escort
service

LES

PHER

"Hire some help? Hell no! I can handle those Arasaka goons myself!"

—epitaph of an unknown Solo.

"No, I won't cut our price in half. Do you want only half of a daughter in exchange?"

—Orion Contract Agent

ORION

AUTOJOKS

SAFETY IN NUMBERS

For those times in life when a single street ronin isn't enough, or the giants of Lazarus and Arasaka just aren't *subtle* enough, only a small team of dedicated professionals will do.

Teams can provide a discrete "escort" for a safe (and enjoyable) night on the town, to secure, expedited, shipments anywhere in the world! For employment opportunities or assistance, these organizations may just save your life. Well worth the Euro at any price!

SPHERE... IF IT NEEDS TO GET THERE; ANYWHERE.

Sphere Courier is the world's finest transportation company. From LEO to Lyon, Tycho to Topeka, secure, prompt delivery is our specialty. Other companies may compete, but none can compare. Worried about your shipment? Sleep tight— call SPHERE.

We move any size package, from a data chip to a mainframe. Our staff will help with planning, threat determination, packing, and handle all security while in transport. Our overland trucks use state of the art ECM suites, anti-personnel weapons and real human pilots to ensure against hijackers. Our aircraft are all rated at Mach 2 or better, and are under full human control. Codelock Safeboxes™ protect all but the largest of our cargoes with armor to SP40. Self-destruct is standard. A typical SPHERE operation includes a netrunner or expert system to check for spooks, a driver/pilot, an ECM tech and a security guard. On larger vehicles a weapon operator may also be required. Crews differ slightly on air cargo and LEO flights but operational capabilities remain constant.

While there is no standardized rate system (threat, size, distance and mode of transport all affect the cost of service), it is however, safe to assume costs will fall within three basic price ranges. **Low threat** cargo costs about 50eb per kilo, overland. **Air Cargo** starts at about 120eb per kilo and **LEO** at 300eb (down) and 1500eb (up), per kilo. **Threat level increases** cost by 2-50 times. Delivery distances greater than 6000 kilometers double the price (except for LEO travel).

SPHERE has offices in every major city and arcology in the world (define major city as anything over 100,000 ppl.), with its headquarters in Capetown, Azania. Feeder service is available in all other locations at no extra charge, just call 0SPHERE-CAAZ and one of our representatives will consult with you free.

SPHERE. Expensive. Cocky. But the best. How do we know we're this good? Our customers keep coming back.

Background Notes: SPHERE became a reality in 2004 when several antiquated courier services (DHL, Roadway, etc.) were co-opted by famed

corporate raider, Peter X. In one of the most widely televised corporate eliminations in history, sixteen major stockholders were assassinated at the 2005 World Cup Soccer semifinals. (The event was sponsored by Federated Transport, a progenitor of SPHERE. In 2010, the company was sold to the employees for an undisclosed sum.)

This is not the only scandal associated with SPHERE's checkered past. The company is still trying to live down its nickname, *The Blackball Express*, coined by a pirate vidchannel after a highly publicized incident where a mid-level EBM manager tried to mail himself to Haiti (after he was blackballed and targeted for "retirement"). The executive was delivered; he was even still alive, and almost made it across the street before he was retired (earning the corporation the sobriquet *Blackball Express*. The Company's logo, a black sphere, was not a help here).

SPHERE DRIVER/REPRESENTATIVE
INT 6 REF 8 TECH 6 COOL 6
ATR 5 LUCK 6 MA 5 BOD 7 EMP 8

SKILLS: Family+3, Awareness+5, Melee+2, Rifle (or SMG)+3, Drive+6, Pilot (varies)+2, Pilot(also varies)+2, Basic tech+4, Wilderness (or Urban) Survival+2, Brawling+4, Athletics+4, Education+3, Math (or Business Sense)+2

EQUIPMENT: Sternmeyer S-10 w/50rnds, Lt. Armorjack, Notebook Computer, Personal Commlink (as in C-TEAM), Delivery Vehicle (varies). Cyberware: Neural Processor with Vehicle-link, Dataterm-link, Plug set; +1 Kerenzikov; Chipsocket; Cyb-optics with IE, TE, AD, LL.

It's a dangerous world out there. Everyone has enemies, and no one has the time to watch them all. Today's security problems call for tough solutions. For thousands of people, Lifetime Escort Services provides the solutions for their day-to-day security needs. And we can help YOU.

Our bodyguards and security teams cover nearly the full gamut of armed force. From a sophisticated lady or gentleman companion (who won't raise an eyebrow at that luncheon meeting); to a full-time staff of uniformed bodyguards, capable and obvious, LES gives you all the options for personal security and peace of mind.

And you can count on us to be discrete. A single escort can be disquised as a romantic involvement, a long time friend, a personal secretaries or chauffeur. Or, if you prefer, an obvious and heavily armed personal Cyborg Attendant can be provided. (Why does every nineteen year-old netrunner in the world think that it's really cool to have your own full-on 'borg as a doorstop?)

Most security needs are met by the aforementioned options: the single escort (the most common); the three man team: escort, driver, ECM specialist, and the security squad (coordinator, driver, ECM specialist, technician, three escorts and a netrunner). Daily rates run about 150eb/day average for a single escort, with experts running from 400-20,000eb. A three man team will start at 4000EB a day. A car will cost between 75eb (for a basic sedan with no extras, like the T-C Omega; *CP2020*, pg.171) to about 500eb (for a limousine, or a low-end APC). AV-4's start at about 800eb per day. A fully equipped security team with armored vehicle (usually an armored van; SP20, SDP200, tires SP20, SDP20, glass also armored to SP20. The

van seats ten and is equipped with all-around firing ports and a top hatch with weapon mount.) Starts at 2000eb per day for an average unit. As with all services, highly trained experts with big reputations will cost a lot extra (4-20 times). Some discounts may apply for larger groups but most local escort services top out at forty operatives. Weekly rates for the three options are 900eb, 2400eb, and 12000eb. An easy formula for weekly services is buy six days, get the seventh one free. The easy monthly formula is half-off the fourth week. This sets monthly rates at 3200eb, 8800eb, and 42,000eb. Use the same formula for long term vehicle rental. These rates assume you pay for all room and board. There is also usually a slight surcharge on AV fuel and maintenance (long term rentals or excessive use only).

Local talent is critically important in security work and as a nationwide franchise specializing in the use of local operatives, LES has the edge over other out-of town security forces (if your high-power, imported Meat Boys don't know what local trouble looks like, it makes their job that much harder). For discretionary assignments, operatives can also easily be brought in from offices outide your region.

Conveniently accessed via Data Term, through our franchised storefront operations, or our high tech Regional Clearing Exchange Offices— your local office is always nearby.

Reliable, bonded and discrete. Lifetime Escort Service. Count on us.

AVERAGE ESCORT (SOLO)
INT 5 REF 7 TECH 5 COOL 6
ATR 4 MA 6 BOD 7 EMP 5

SKILLS: Combat Sense+5 Awareness+3, SMG+3, Handgun+4, Social+3, Human Perception+4, Intimidate+5, Elec.Security+3, Personal Grooming+3, Wardrobe & Style+2, Driving+4, MA (judo)+4, Melee+4, Streetwise+5, Fast Talk+3, Education+2, First Aid+2, Hide/Evade+3

CYBERWARE: Nasal Filters, Rippers, Cyberoptic w/TimeSquare Plus and Vis. Rec. chipware is good idea; maybe some Fashionware. Remember, the bodyguard/escort is a people person; having low/no empathy is usually a bad idea

EQUIPMENT: Colt Alpha/Omega with silencer and laser sight in shoulder rig w/3 mags, HK MP-2013 with laser sight in breakaway holster w/5 magazines, Monoknife, Tonfa, Gibson Armortrench (SP14, EV 1), Eji action jeans, Arasaka-Nike TacTrainers.

When you need more than a man to do the job, C-TEAM gives you more than a man. At C-TEAM we supply top-of-the-line cybermercs for a price you can afford. A team of six men will give all the flexibility and force options of most units twice the size.

Our standard six man team consists of a Team Leader (with over five years of experience, guaranteed!), a commo/ECM expert, three line infantrymen (cross trained or chipped in a specialty you choose) and a heavy weapons expert/certified demolitions tech. Most special equipment is included. However, due to recent de-

mand, air-mobile teams have a slight surcharge. Many other types of cyber teams are also available. Air Cav, ground support aircraft, full-plated bodyguard teams, even custom operatives made to order. C-TEAM does it all.

C-TEAM was founded in 2015 by Len Carrington, a highly decorated officer in the U.S. Air Force who has served in cyber-augmented forces since the Pittman 2 project in 1999. An expert in small unit tactics and counter-insurgency with over thirty successful missions in the Central American Conflicts, Carrington saw a definite need for the kind of tough soldier that the big corporations would not employ. C-TEAM was his solution; it's probably yours, too!

To contact C-TEAM, just dial CTEAM-2NEB on your local dataterm, or feel free to visit our training center in Omaha, Nebraska. Offices or representatives are located in most American cities; no matter how remote your location, we can have a team on duty in 48 hours (some charges may apply, custom teams are exempt). Periodically, supply exceeds demand, so make your reservations early.

A standard six man team starts at only 1000eb per day or 3500eb weekly with extra weeks as low as 3000eb. Monthly rates can start at 12,000eb and only 11,000eb per extra month. Air-mobile units start at 12,500 per week plus fuel with a standard AV-4; a pilot and a technician are also included. Monthly rates start at 45,000eb flat rate, fuel extra. Supply and Transport charges may apply. All rates subject to availability. For custom teams or larger units please call for a quote.

STANDARD C-TEAM LEADER (SOLO)
INT 6 REF 10 TECH 5 COOL 6
ATR ? LUCK 5 MA 6 BOD 9 EMP 2

SKILLS: Combat Sense+5, Aware+5, Handgun+3, SMG+4, Brawling (or MA)+3, Melee+2, Weap. tech+3, Athletics+4, Rifle+4, Stealth+3, Cyber tech+2, Exp: tactics+4, Intimidate+2, Leader+3, Wild. Survival+2, Heavy Weapons+1

Equipment: Assault rifle w/15 mags, tactical computer, Sidearm w/5 mags, portable braindance unit, etc.

CYBERWARE: Neural Processor with Boosterware+2, Pain Ed., Weap. Link, Plug set x2; Chipsocket; Muscle/Bone Lace or Graft. Muscle; Nanosurg.; Cyb-optic x2 with IE, TA, AD, LL; Cyb-audio with RL, SC, SE, EH, LD; Cyb-arm x2 with THK, RJ, MSR, ARM, RPH (right) andTHK, RJ, MSR, ARM, GRP (left); Cyb-leg x2 with THK, RJ, ARM, GRPF; Body Plating: SKUL, FACE, TORS

HVY WEAPON/DEMO TROOPER (SOLO)
INT 6 REF 11 TECH 7 COOL 8
ATR ? LUCK 7 MA 5 BOD11 EMP 3

SKILLS: Combat Sense+4, Aware +5, Handgun+2, Rifle+6, Hvy. wpn.+5, Demo.+4, Brawl (or MA)+3, Weap. tech+4, Athletics+3, SMG+2, stealth+1, Exp: combat engineer+3, Oper. Hvy. Machine +2

EQUIP: Any SAW w/800 rnds, or Grenade Launcher w/25 rnds, SMG w/7 mags, demolitions kit, long range multichannel encrypted radiodetonator, etc. Σ-series linear frame, Metalgear.

CYBERWARE: Neural Processor with Boosterware+2, Pain Ed., Weap. Link, Plug set x2; Chipsocket; Nasal Filters, Independ. Air, Adren. Boost; Muscle/Bone Lace; Nanosurg.; Cyb-optic x2 with IE, TA, AD, IR; Cyb-audio with RL, SC, SE, RD, LD; (optional) Cyb-arm with MSR, ARM, MML

"Meatboys are fine for some things...like getting perforated. If you want survivability, choose the Metal."

Anonymous C-Team Squad Leader

COMMO/ECM TROOPER (SOLO)
INT 7 INT 10 INT 7 COOL 6
ATR ? LUCK 7 MA 6 BOD 8 EMP 4

SKILLS: Jury Rig+5, Aware+5, Basic tech+5, Cyber tech+2, Teach+3, Educ.+3, Electronics+4, Weap. tech+1, Elect. security+4, ECM+5, Exp: commo+3, Exp: cryptology +3, Math+3, Remote Sys. Op.+3

EQUIPMENT: Assault rifle w/10 mags, tactical computer with crypto software, electronic maintenance tools, drone-control terminal (optional), cybernetic repair kit(optional), weapon tool kit(optional)

CYBERWARE: As Team Leader without the Cyb-leg mods, adding a special radio-uplink/ECM unit in all leg spaces, instead. No THK, RJ in Cyb-arms. Radio/Cellular Booster Station (*Interface #2*, pg.19): full radio-phone station, sat-capable; the equivalent of an Army backpack radio. 160 hours operation on a charge; has power-tap extension, signal-boosting fins; can be attached to portable antenna. Comes with standard channel-jumping encryption. Uses all spaces in one standard cyberleg; 2950eb. An equivalent electronic counter-measures emitter is mounted in the other leg; 2650eb

COMMON TROOPER (SOLO)
INT 5 REF 9 TECH 5 COOL 5
ATR? MA 5 LUCK 5 BOD 8 EMP3/4

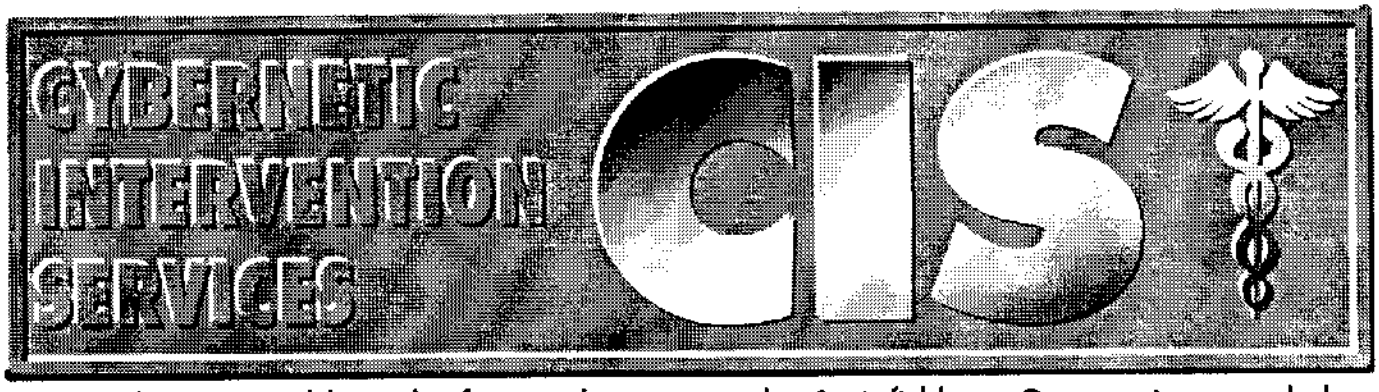
SKILLS: standard Solo career package with all at +4

Equipment: Assault rifle w/20 mags, 1 RAW, 4 frag grenades, 3 smoke/gas grenades, etc.

CYBERWARE: Same as team leader without the Cyb-limb options: THK, RJ; x2 Wolvers instead of GRP/RPH; and no Muscle/Bone Lace or Grafted Muscle; Body Plating: SKUL and TORS only. All members carry a personal commlink (with global positioning, beeper), bayonet/utility tool (M-9), E-tool, field gear/supplies for 2 weeks, and a weapon cleaning kit. Armor is usually issued only to non-plated personnel.

"I assure you Mr. Henderson, one squad will be more than enough for this operation. You want the building standing when it's over, correct?"

Leonard Barton–C-Team contact Agent



Cyberpsychosis. A word that strikes fear into the hearts of families across America. Each year, thousands succumb to its ravages. Until now.

When your friend or loved one finally goes over the Edge, *we* can prevent the final solution. Cybernetic Intervention Services is one of the most experienced innovators in the field of restorative intervention techniques. As a wholly owned subsidiary of C-TEAM International, we have more experience with C-Psychos than anyone in the world. And if we don't beat MaxTac, you get a full refund.

Capture is our first objective, but our services don't end there. Our state-of-the-art Cyberpsychosis Rehabilitation Center in Omaha, Nebraska, is one of the finest in America. Upon recovery, your friend or loved one will be immediately jacked into the finest virtual world available. While their mind is being healed by one of our certified therapists, a team of surgeons will remove the patient's cyberware and replace it with real biological parts. Only the patient's Neural Processor and coprocessors (if any) will remain (CIS does not remove neuralware, internal organs, nanotech of any kind, or anything that may cause harm to the client. CIS does not accept any liability for cortex bombs or tailored binary toxins). For a small additional fee, we can also install a T-Maxx "cyber liver" to limit the patients' use of controlled substances. After a nine-week stay in our virtual therapy and regen facility, we will deliver him or her to you anywhere in the U.S.A

CIS is automatically available in any city with a C-TEAM office, and can be on station anywhere in the world in 24 hours. Our teams are fully-equipped with a tactical vehicle (usually an AV-4) and state of the art weapons and restraint equipment (EMP grenades, Static field nets, Gauss projectors and other non-lethal equipment).

So when a loved one calls out to you from the depths of cybernetic addiction, call us. Cybernetic Intervention Services. We Care, Because You Care. Call us at CTEAM-2NEB for a quote.

Game Background: A Standard CIS contract calls for a *minimum* charge of 250,000eb in the Continental U.S.A. There is an extra charge of 50,000eb outside the Continental U.S. If you don't have a verifiable credit rating, then pay up-front. If you don't have the cash for a full rehabilitation, the client can be captured and delivered to you (inside the U.S.) for only 100,000eb. How you control them once they wake up is not CIS's problem. If the rehabilitation requires an extraction, then the cost triples. The phrase, "at what price friendship" comes to mind...

CIS automatically co-opts the offending hardware once a capture has been made. An astute customer should ask for credit to the account for all cyberware removed (or the company will take it anyway). There are no refunds; as a matter of fact, the only thing that C-Team offers refunds for is a missed target. As the contract reads, "If, for any reason we fail to locate our client, or the client is located and subdued by any other party, CIS agrees to refund the full amount within 24 hours."

Each eight man team has the same makeup as a standard C-TEAM, with a variety of chipped skills, and the extra equipment below:

EMP GRENADE (*CHROMEBOOK 1*, PG.47)
GRN 0 P R ELECT. 1 1 VARIES
These grenades are usually deployed as a rifle grenade, or a limpet-type round. The Intervention Team

"WE CARE, BECAUSE YOU CARE."

is very cautious about using these, as they are almost as heavily-augmented as the client.

BIOTECH-ASKARI MOTION RESTRAINT BOMBS
(*CHROMEBOOK 1*, PG.48)
EX 0 P P SPECIAL 1 1 UR
Every line trooper on a Team carries 3 or 4 of these. The bigger 'borgs rip right out, but they're good for subduing lesser psychos with a minimum of fuss.

SHARPWIRE NET UNDER-BARREL MOUNT
(*INTERFACE #1*, PG.26)
EX +2 N P NET 1 1 STD 10M RANGE 450EB/NET
A one-use cannister mounted under an assault rifle; it launches a macro-filament wire net. If target fails *Dodge* skill roll (or *Athletics* at -1), MA is reduced to 0. If an attempt to escape is made using force, divide target's BOD by 2 (round up); apply this as damage (1/2 armor, don't reduce penetrating damage) as filament cuts in. If target uses cutting weapon to escape, it will take 12-REF in combat rounds.

PURSUIT SECURITY, INC. WEBGUN
(SEE WEAPONS SECTION, PG.37)

TECHTRONICA M-40 PULSE RIFLE
(SEE WEAPONS SECTION, PG.39)

GAUSS FIELD PROJECTOR EX +2 N R MAG. FIELD 10 1 ST 10,000EB
This weapon projects a magnetic field strong enough to disrupt the electrical signals of the brain. It is quite large (200kg), and is usually mounted on a vehicle or set up in a trap. The shots are charges lasting about 30 seconds. The disorientation lasts for (BOD-2)x10 minutes. If the target can make a *Strength Feat* or *Dodge/Escape* skill roll of 25+, he can throw himself out of the field during the first second of the shot (the chances of that are minimal).

WARNING: THE GAUSS FIELD UNIT WORKS ON EVERYBODY—BE CAREFUL

ORION

America: held hostage. Terrorists, psychopaths, disgruntled employees, and the gangboy streetscum; they all hunt us relentlessly. You forget to check the door lock one night and your children disappear. You trust the security at an expensive hotel, and the maid kidnaps your top particle physicist. Who can you call, when the spectre of corporate kidnapping and terrorist extortion threatens your family or business?

Call us. ORION—the Hunters. We use the most talented people in the extraction business to do the job right in any kind of "hostage-rescue" situation.

Founder Orion Hunter is a decorated veteran of SOG Panama and has served in over twenty successful extraction and hostage-rescue missions. Shortly after Hunter's retirement, MA& F Corporate Director Howard Merrill was trapped in his home by a group of the infamous "Iron Sights" street gang. Assembling a dedicated team of experienced solos, Hunter swiftly accomplished the rescue with minimal loss of life. That team has become the core group that has evolved into ORION's elite cadre of experts; a team that we can put to work for YOU.

In the rare event that ORION cannot handle the type of operation that you need (or you prefer to utilize your own corporate extraction teams), we can still help. We maintain a worldwide database of operatives and can construct any type of specialized team for you. Air assault—no problem. Underground hideout—it's handled. At ORION we never say die. ORION (and its sister companies; C-TEAM

and Cybernetic Intervention Services) have offices across America. We can be anywhere, ready to go in twenty-four hours, guaranteed. Contact us; ask one of our efficient consultants to take down all of your information and compile a mission prospectus.

Once the victim is located, we move swiftly to the planning phase of our contract. We keep you involved at each step. Even though our mission planners are the best in the world, only you will be able to tell us about the client. How will they react? Are they expecting rescue? How can we prove to them that we are on their side?

All missions are accomplished with state-of-the-art weapons and equipment. An aerodyne with onboard trauma unit is standard. When the mission is complete, we can deliver the target directly to you, anywhere in the world. Most operations are completed in less than 72 hours. Your associate or loved one will be returned to you safe and sound. We guarantee it.

Initial investigation is only 10,000eb. Low-threat rescues, like gang abductions and white slavery, start at only 20,000eb (Continental U.S.) and 30,000eb (Western Hemisphere). Some missions cost more, but all are tax-deductible.

Game Notes: Although Orion's "hostage recovery" pitch *sounds* altruistic, the flip side is that they also specialize in corporate *kidnapping* as well (this is as bold as a company specializing in extraction can be and still operate legally). Why go to this kind of trouble when the big corporations, like Arasaka, have their own black ops teams? It's simple; Arasaka won't take outside clients. No one in Corporate America wants to admit that they actually perform extractions on a regular basis. They certainly aren't going to risk their reputations for a third party.

Deniability and secrecy are very important in high-level extraction, and most Corporations work outside through services like this one. The best operatives are freelance and they don't work cheap. They live in the shadows, work through double cutouts, and stay invisible. Most of the time the Corporations consider them a necessary evil, but paranoia rules. A full biosculpt after every mission does wonders for your survival.

If you really want to extract a "Top Man," you had better have deep pockets; these operations cost between 1.5 and 2 million eb depending on the target and the threat. Terms will dictated in extreme secrecy and through many levels of cutouts. You won't see these people or talk to them. You won't pay them until delivery. You'll probably only talk to their fixer's fixer. You'll pay them in gold or other stable non-currency.

They won't even leave a footprint in the sand.

TEAM LEADER (SOLO)

INT 9	REF 10	COOL 9
TECH 6	ATR 8	LUCK 6
MA 8	BOD 10	EMP 5

Skills: Combat Sense+7, Awareness+6, Handgun+4, MA (Aikido)+6, Melee+4, Weap. Tech+3, Rifle+3, Athletics+6, SMG+5, Stealth+7, Exp: Extraction+4, Streetwise+5, Exp: Tactics+4, Leader+6, Elect. Security+4, Endurance+4, Social+3, Wardrobe/Style+3, Grooming+3, Dodge/Escape+4, Hide/Evade+7, Education+4, Math+2, Corporate Policy+4, Business Sense+3 [*Corp. Policy* and *Busin. Sense* skill are in *Solo of Fortune*, pg.31]

Cyberware: Neural Processor w/Vehicle, Smartgun, Dataterm links; Speedware +3, Tactile and Olfac. boosts, Pain Ed., Plug Set x2; Chipsocket; Skinweave and Lifesaver weave, Musc./Bone Lace, Tox. Binders, Nanosurg.

Equipment: Notebook computer, cellular phone, Arasaka WSA smartpistol w/silencer and 3 extra mags, Smartgoggles w/Targeting and Lowlight; Commlink, Tanaka Suit w/ matching briefcase, Kendachi Sword Cane, low impedance interfacecables, Metalgear, Militech Smart "Bulldog" CAW w/ 5 mags(saboted slug)

"They kidnapped my wife. By the time I called Orion and got her back, she needed a full body rebuild. So I hired Orion to get the terrorists out of a Mossád prison. And hand them over to my wife and her bodyguards..."

—An EBM Manager

MEDTECH

INT 8 REF 8 COOL 8 TECH 10
ATTR 5 LUCK 6 MA 9 BOD 8 EMP 6

SKILLS: Medical Tech+8, Aware.+6, Diagnose+8, Education+6, Cryotank Ops+8, Library Search+6, Pharmaceuticals+5, Zoology+3, Cyber tech+6, First Aid+5, Biology+6, Exp: Loyalty Devices+6*, SMG+3 (chip), Melee+3 (chip), Exp: Surgery+4 (chip), Stealth+3 (chip), Basic tech+4(chip)* This skill specializes in the devices implanted to prevent disloyalty/extraction

CYBERWARE: Neural Processor with all links except Cybermodem, Tactile Boost, Plug Set x2; Chipsocket; Skinweave, Tox. Binders, Nanosurg.; Cyb-hand w/Medical Module (Interface#2)

EQUIPMENT: Malorian Smart SMG w/5 mags, Commlink, MedicGear combat med armor, Smartgoggles (IE,AD,ME,TH options), portable trauma unit and cryotank (in get-away vehicle), interface cables

BASIC OPERATIVE (SOLO)

INT 7 REF 10 COOL 8 TECH 7
ATTR 7 LUCK 6 MA 8 BOD 10 EMP 5

SKILLS: Combat Sense+5, Awareness+6, Athletics+5, Handgun+3, SMG+4, Rifle+6, MA (Thai)+5, Melee+4, Weap. tech+5, Stealth+6, Endurance+3, Basic tech+3, Streetwise+4, Grooming+2, Wardrobe+2 Education+2, Math+2

CYBERWARE: Neural Processor with Weap. Link, Plug Set x1; Chipsocket; Graft. Muscle; Rippers x2

EQUIPMENT: Metalgear, commlink, Smarted FedArms Lt. Assault-15 w/10 mags AP ammo, 4 Dazzle, 4 Frag, 4 Sonic, 2 EMP grenades

NETRUNNER

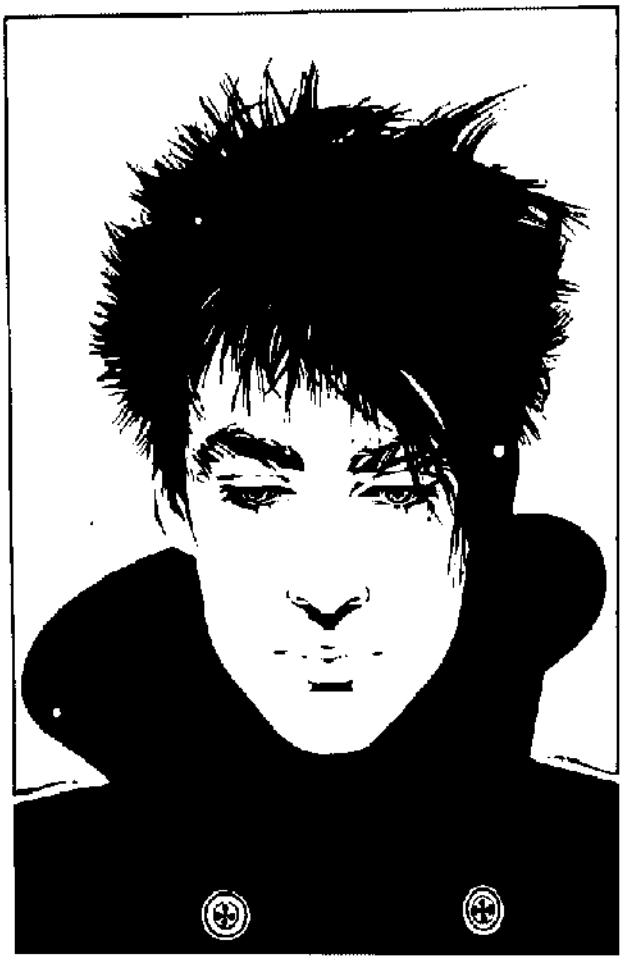
INT 10 REF 9 COOL 8 TECH 9
ATTR 7 LUCK 7 MA 6 BOD 7 EMP 6

SKILLS: Interface+8, Aware.+8, Sys.Know.+8, Composition+6 Program+9, Basic Tech+5, Electronics+5, Cyber Tech+5, Cyberdeck Design+7, Education+6, Math+6, Elect. Security+6, SMG+3 (chip), Stealth+4 (chip), Grooming+3, Wardrobe+3 (chip), Exp: Computer Systems (mainframes)+4 (chip)

CYBERWARE: Neural Processor with all links, Plug Set x3, Pain Ed., Tactile Boost, Speedware +3

EQUIPMENT: Cybermodem Utility Suit with custom cellular combat deck, armor t-shirt, metalgear (legs), backup custom portable deck, Viper SMG w/5 mags

AutoJoks



" The Net is a wild place, a wilderspace/ So much can happen in the 'face/ The speed of it, the light of it/ My brain disintegrates bit by bit/ IN...THE...NET..."

"In The Net", The SINNTHETIKS from their disk Chainsaw Interface, ©2018, Interrogation Records.

"Why do all the Meat Boys get the credit? Sure, they got smartguns, but they haven't got the right smarts. They can pull trigger on a guy, or even a bunch of guys. They don't have any real power. I do; I can make you wish you were dead. I mean, we're sitting here in this nice cafe, havin' tea. In about three minutes, I can make your car, your wife, your Cred-Card... disappear. Pfft, gone, see ya'. We can do anything and you can't even touch us. Sure, you can do me, but the Joks will know and we look after our own." She ends the diatribe to light a cigarette.

You really didn't think your boss was serious. You are sitting across the table from a skinny girl, about sixteen year sold. Her techhair is iridescent green and she wears this ugly blue armorjack with a picture of Gibson on it. Her six plugs make a neat row across her forehead. Your boss needs a shrink. This kid doesn't stand a chance of breaking the other guy. She probably watches too much vid. But hey, you're sitting here, so let the kid feed you her pitch....

"So this run, you got a shopping list or you just want I should crash the system. Hey! You listening?" You turn your datacase around, showing her the screen. She blinks a couple of times as she looks at it, then you hit the erase macro. "This is gonna take some time, The files are ease but that 'frame has pretty thick ICE. I'm gonna'

need 15K up front for software. The balance will run you, let's say 145K on delivery."

Yeah. Right. You smile. "No deal," you say. "The price is 100K on delivery, take it and that's that. The time frame is sixteen hours. Seventeen and the deal's off."

She looks for a moment at you with eyes that seem inhuman, then she speaks. "Check. Sixteen hours, but the price just became 150K. Time is money. Without a day to plan, this is gonna' be a stone bitch." She gets up and sticks out her hand, you nod and smile, shaking it. "By the way, this whole meeting has been recorded," she says. "Try to stiff us and you get to become a deniable asset, on national television." As she walks away, you smile to yourself. The boss gave you a budget of 200K; if she pulls it off you are going to have a great vacation.

Meeting an AUTOJOKS rep is probably the toughest part of a desperate executive's life. These people don't advertise. They don't take out adds on the DataTerm. According to most fixers they're a myth. The truth is—no one wants to know the truth. That a syndicate of subzero netcriminals are hiring themselves out to the highest bidder...too freaky. But if you know the right kind of people (and ask obtuse enough questions) you might get a call in the middle of night. A call not logged on your (or anyone else's) monthly bill. A call that will get the job done, for the right price (Ref's call).

Not quite a gang and not quite a mafia: AUTOJOKS.

The network sprang up a year ago, or maybe two. Some young kid was nervous about his first run. They say he asked an older Netrunner, some guy he once worked joeboy for, to keep an eye out. When the kid disappeared—so did the client.

An idea was born. Things are getting pretty tight now. Watching over each other in a kind of voyeuristic way. This isn't all "hearts and flowers;" everyone gets a cut. Older runners sometimes coordinate several contracts with the same company, cutting costs. Most AUTOJOKS sleep soundly. Sometimes being alone can really stink. Now, they never have to be.

Not all netrunners are AUTOJOKS. Most don't want to be that connected to other people. Some are asked and some just find their way. A side note: a new vid show that glorifies netcrime is getting decent ratings on 54. It's called AUTOJOKS; poser gangs are popping up already.

No camouflage like publicity.

A TYPICAL AUTOJOK (YEAH, RIGHT)

INT 10	**REF 7**	**TECH 9**
COOL 7	**ATR 5**	**LUCK 7**
MA 5	**BOD 5**	**EMP 7-4**

SKILLS: Interface+6, Aware.+6, Basic tech+4, Educ.+4, Sys. Know.+7, Cyberdeck Des.+7, Composition+5, Electronics+6, Programming+6, Math+4, Library Search+6, Streetwise+4, Wardrobe and Style+4, Culture+2, Elect. Security+3, MA (Tai Chi)+4(chip), Handgun+4 (chip), Melee+2 (chip), PhotoRAM chip, Stress chip, "Fish n' Chips" chip[*Culture* skill is in *Solo of Fortune*, pg.31]

CYBERWARE: Neural Processor with all links except Smartgun, Kerenzikov +2, Tactile Boost, Plug set x3, Pain Ed. (option); Chipsocket; Digit. Recorder, Contracept. Impl., various Fashionware (usually Techhair); Cyb-optics x2 with ME, IE, TS Plus, Vid. Imager. Some have Cyb-legs x2 (orbital crystal) with ARM, custom CMD, LCD, HOL, TOLF (right), STDF (left)

EQUIPMENT: A ton of programs, Eji Armorjack SP14, Chanel handbag, Arasaka WSA pistol (in leg holster), spare magazines (in bag), CredCard, three complete passports and two driver licences, Frag grenade, a great deal of random junk.

FULL BODY REPLACEMENT

TOTAL CONVERSION FOR THE TOTAL CYBERPUNK

"There I was, trapped on the third floor of the burning apt-block—thick smoke and fire everywhere... I couldn't tell *which* way was out. A blazing section of ceiling had fallen on the last fireman who tried to rescue me. I figured I was burnt toast for sure, ready to flatline. Suddenly, the burning wall to my left exploded as a metallic form charged through it. Emergency lights flashed on its shoulders, and it marched straight through the inferno surrounding me. No foolin, choomba, this thing just scooped me up like a mother collecting her kid. Before I knew what was happening, it leapt out the window and we hurtled to the ground. When I came to, it told me that her name was Samantha."

—Johnny Silverhand.

"Full Conversion—because sometimes meat just can't cut it."

—Advertisement

Borg is a four letter word. As early as 2005, various military forces were experimenting with fully cybernetic body conversions. It was during these early experiments that "Cyberpsychosis" was first identified and diagnosed. In 2020, "full borgs," as they are colloquially referred to, are becoming an increasingly common sight. Construction workers, fighter pilots, space explorers and even firemen are opting to supplant their human bodies with mechanical replacements which will help them do their jobs better. The full potential of this technology has yet to be realized, but becoming a full borg is far from a standard procedure.

Such a conversion is the ultimate step in cybernetic enhancement. By supplanting a skeletal system with a metal endoskeleton interlaced with a myomar fiber musculature, incorporating fully cybernetic limbs and covering the entire body with armor, you can become the "classic" cyborg of science fiction. A full borg can lift and throw a small car, tear down brick walls with his bare hands, and walk through machinegun fire. His body has effectively been fully replaced, giving him all the equivalent abilities and structural damages of cyberlimbs and more. He is reinforced and armored, with a full body SP of 25. His cybernetic nervous system and interlaced synthetic muscle fibers give him incredible reflexes and movement speed. Heavier combat models also utilize electromagnetic pistons, commonly referred to as "Hydraulics," which are stronger and faster. A combat borg is almost unstoppable, capable of withstanding massed machinegun fire and light anti-tank weapons. Full borg conversions are still rare (and frequently illegal) new-tech. One reason for this is that by the time the

arduous and expensive process is over, much of the intangible "humanness" of the person is lost, sometimes creating a cold, merciless, machinelike personality. Physically speaking, the character becomes so "unhuman" that he takes Structural Damage Points rather than wound damage.

There is some hope for those who undergo full conversion... because full body replacement is performed all at once, there is less trauma to the individual. If a person were to get all the components of a full borg separately, she/he would suffer a massive loss of humanity (usually over 100 HC!) This is because there would be several operations, repeated physical and psychological trauma, and a sort of "slow chipping away at the body and soul" of the patient. A full borg conversion, however, is an all-in-one procedure which is less like an operation performed on the body and more like a transplant. In such a case, the patient's brain, a portion of the spinal cord, and the few organs which cannot be replaced (collectively known as the "Biosystem") are transplanted into a "robotic" body. Most of the functions performed by internal organs (such as a digestive tract, lungs and heart) are taken up by cybernetic analogs. For instance, the lungs are replaced with a high-efficiency filtration and oxygenation system; for this reason, a full borg is immune to any kind of gas. In fact, a full borg has a pressurized air storage cell which it "charges" twice a day, eliminating the need to breathe almost entirely. The case is similar for eating and drinking, although for psychological reasons all full borgs are capable of regular eating (it is unavoidable that most full borgs cannot engage in sexual activity or have children). For psychological reasons, a full borg must sleep and is not normally able turn off his sense of touch — thus they are susceptible to pain (but many have built-in Pain Editors). Being mechanical in nature, a full borg body cannot heal damage without repairs. Full body conversion imparts improved physical capabilities (supplanting the patient's original REF, ATT, MA & BOD with new ones based upon the functions of the body). Additionally, full borg bodies have many option spaces which can accept any of the standard cyberlimb options and many new systems.

Although full borgs enjoy massively increased physical abilities and the capability to totally customize the body, they have some serious disadvantages as well. Aside from the obvious humanity costs, full borgs (sometimes referred to as "Metalheads") suffer from a strong social stigma against them. Many people are fearful of their potential for cyberpsychosis, while others are jealous of a Metalhead's physical capabilities and perceived wealth. (Full borgs have many more job opportunities than normals because of their bodies, which are quite simply...superior.) Although opinions vary, most full borgs find themselves the victims of discrimination and prejudice—this has resulted in a sort of brotherhood among borgs, which is not always understood by others (some see it as a secret club or conspiracy, leading to more fear and hatred). For obvious reasons, every city's C-SWAT division requires all full borgs to register (see page 64 of *Cyberpunk 2020* "Registered Cybers"), and often corporate sponsorship is also needed for complete legitimization.

Corporate sponsorship is, in fact, the most common route for attaining a full body conversion. Many corporations will offer a contract for full conversion to those who satisfy the extensive screening and testing procedures (which are structured to determine psychological profile and stability—usually a minimum EMP of 8 is required to pass these tests). A corporation will offer an employee a full body conversion on a 10- to 25-year basis, during which time the employee will be able to perform at fantastic levels, thereby making the corp a lot of money. Once the contracted time has expired, the employee has the option to keep the body or have it downgraded to a "naturalized" body (one that is more human in appearance/function). There have been rumors that the best borgs can have their brains transplanted to clone bodies after their term of service. Corporate (or Military) sponsorship can be chosen as an option in character creation similar to selling out (see *Cyberpunk 2020* pg. 83-4), but there is only a 20% chance that you'll be given a full borg body. (No luck can be

added to this roll, so don't skimp on your stats, because if you don't get the body, you're stuck with your original one. You only get a basic body, and all options must still be paid for.) Although most borgs are corporate or military creations, there have been a few cases of "street" Borgs—most of these jobs have been sloppy and unreliable (as well as being psychotic and short-lived). Once in a blue moon, a custom borg does show up, but they are incredibly rare and expensive. In any event, whether you have sponsorship or get a custom body, the transplant operation has a Surgery Code of 2x CRiticial (see *Cyberpunk 2020* p.70 for more on surgery).

There are rumors on the street of exotic experiments focusing on full body conversions, and they aren't pretty. Interchangeable braincases are a reality (though rare), but there are supposed to be projects involving inserting such braincases into tanks and fighter planes, and there are even rumors of human brains in robohound bodies. Even more speculative and exotic is the rumor that Microtech can electronically transfer a mind from a human body into a borg housing an implanted clone brain. These rumors are unconfirmed, but many experts say it is possible. The implications are enormous...

Note: We suggest you use the Therapy rules from the Exotics Section (pgs.101-102) with these conversions. HC for high Stats or special Options is marked by asterisks: *N*

TOTAL-BODY CYBERWARE:

To illustrate the point of how a Full Borg is made, a list has been provided showing the relative costs (in Humanity and Eurodollars) for the component parts of a total cyborg

Individual Components	HC	Cost
Neural Processor (required)	1D6	1000eb
Interface Plugs (assumed)	1D6	200eb
Cyberoptics (no options)	2D6/2D6	500eb/500eb
Cyberaudio (no options)	2D6	500eb
-Headware Total-	-8D6-	-2,700eb-
Cyberarms (basic)	2D6/2D6	3000eb/3000eb
Hands (standard)	0/0	150eb/150eb
Arm Armor (SP25)	0/0	250eb/250eb
Cyberlegs (basic)	2D6/2D6	2000eb/2000eb
Feet (standard)	0/0	200eb/200eb
Leg Armor (SP25)	0/0	250eb250eb
-Cyberlimbs Total-	-8D6-	-11,700eb-
Cowl (skull SP25)	1D6	200eb
Faceplate (face SP25)	4D6	400eb
Torso Plate (torso SP25)	3D6	2000eb
-Body Plating Total-	-8D6-	-2,600eb-
Body Replacement*		
(H30/T40/SP25)	8D6 (was 5D6)	20,000eb (was 8,000eb)
-Replacement Total-	-8D6-	-20,000eb-
Totalled Separate Costs	-32D6-	-37,000eb-

The list above covers all the basic components required to make a full borg. The "Body Replacement"* is not a standard cybernetic item — it is only available as part of a full borg conversion. However, for reference's sake, it has been itemized in the complete list. Compare these costs to the Alpha body which represents a basic full borg conversion.

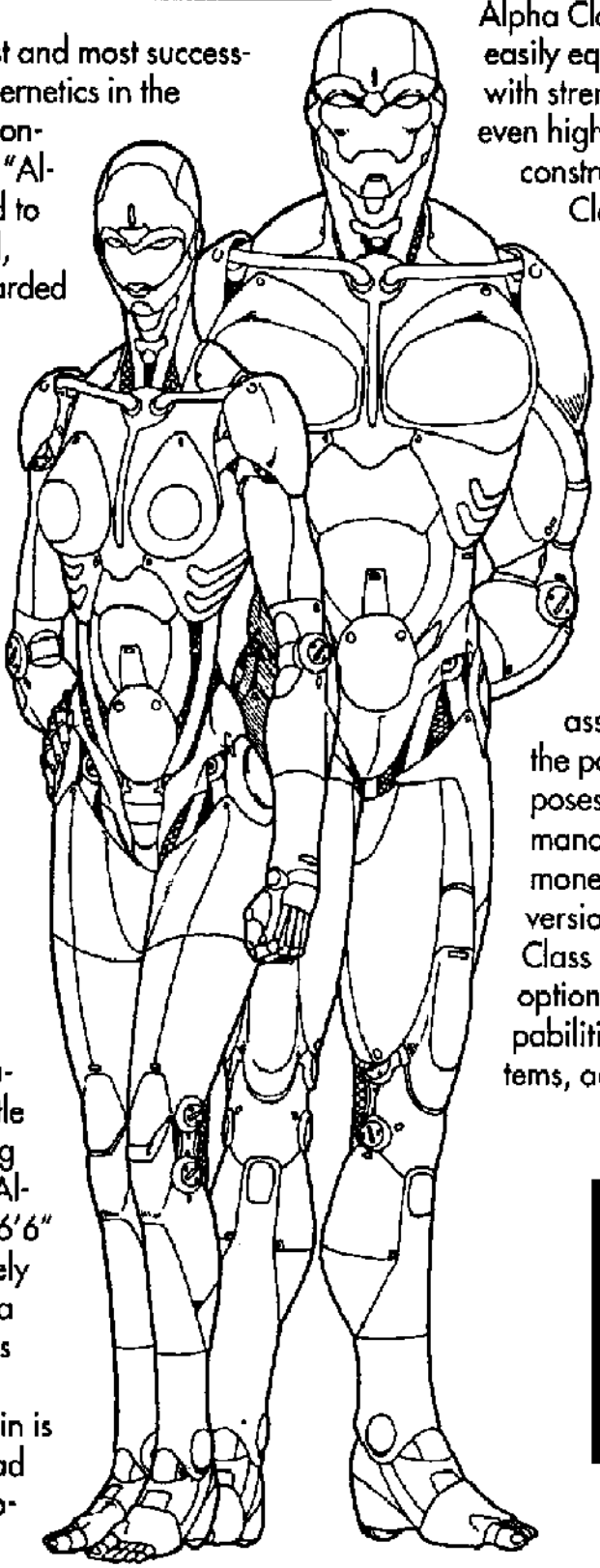
ALPHA CLASS

INTERNATIONAL ELECTRIC CYBERNETICS
FULL CYBERNETIC CONVERSION

40,000EB

IEC, as one of the largest and most successful manufacturers of cybernetics in the world, offers many full conversion packages. Their "Alpha Class" is considered to be the industry standard, and as such can be regarded as one of many "generic" designs. Similar models are also offered by Raven Microcyb, Cybermatrix Inc, Militech Cybernetics International, Dynalar Technologies, and Noveltech Ltd. Composed of durable, ultra-light polyceramics, foamed alloys and other hybrid materials, an Alpha Class body is designed to bear a strong resemblance to the human form. It is anthropomorphically structured to integrate with standard human ergonomics with little or no difficulty. Following this design concept, an Alpha Class stands about 6'6" tall, weighs approximately 350lbs, and is built like a linebacker or world-class bodybuilder.

Once a patient's brain is transplanted into the head and the few required biosystems are wired into the body, all the physical functions (oxygenation, digestion, blood circulation, etc.) of the body are performed by cybernetic components. The internal systems of an Alpha Class body consist of a cybernetic nervous system, an alloy endoskeleton actuated by a myomar fiber musculature, and a covering of an ultra-light plating of woven carbon-beryllium fibers in a plastic base. The Alpha Class body's physical abilities are easily equivalent to the human maximum, with strength and lifting power being even higher. Because the cybernetic reconstruction is so complete, an Alpha Class body takes Structural Damage Points rather than wound damage.



Although an Alpha Class (or similar model) body comes essentially "stripped," (except for Interface Plugs, of course) it has many option spaces to accept subsystems for customization. Most custom-built or otherwise non-corporate/military bodies will be similar to an Alpha Class, with assorted options built-in to serve the patient's (or creator's) own purposes. Similarly, when an individual manages to get together enough money to buy himself a full body conversion, he will usually get an Alpha Class body with a customized suite of options (such as improved physical capabilities, sensors and weapons systems, aesthetics and stylization, etc).

ALPHA CLASS PHYSICAL STATS

Reflex: 10
Attractiveness: NA
Movement Allowance: 10
M/turn: 30m MPH: 20mph
Jump (up): 6m (broad): 8m

Body: 12
Lift: 480kg Throw: 120m
Damage Mod: +4

Hand-to-Hand:
Punch:1D6+4 Kick:2D6+4

OPTION PACKAGES

Sensor Options: None installed
Weapon Subsystems: None installed
Other Options: None installed

PHYSICAL STRUCTURE

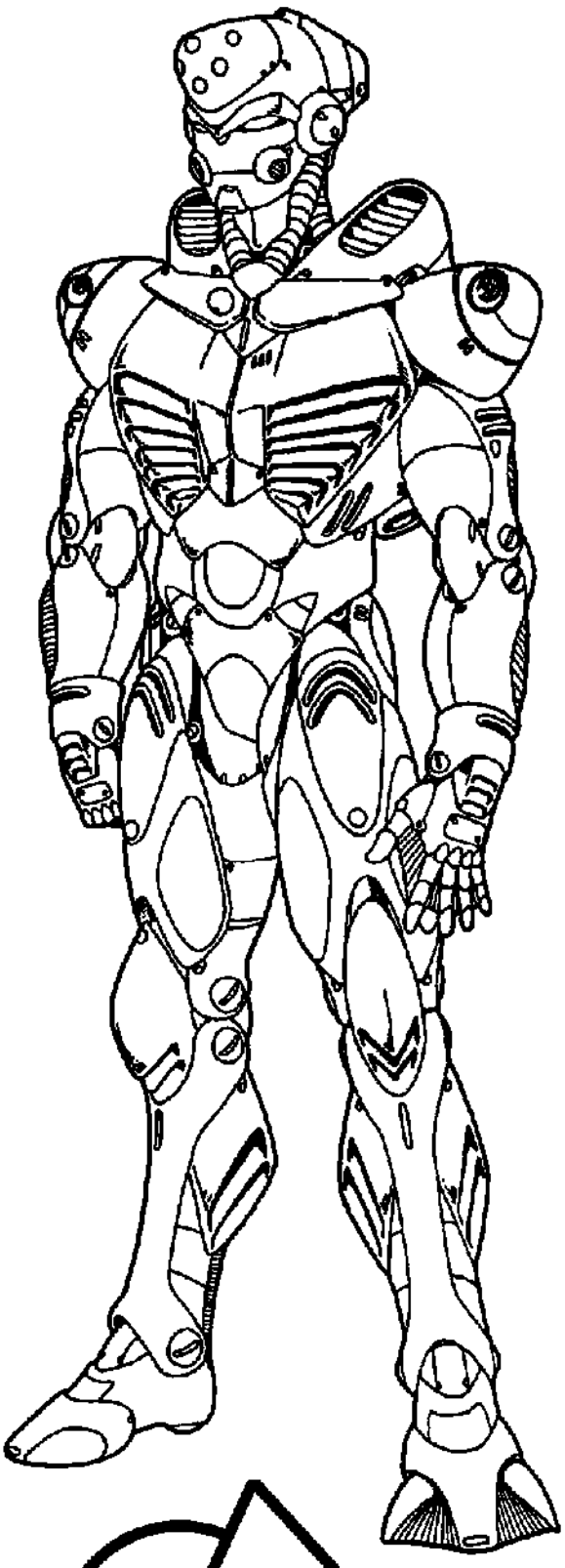
Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 4 & 4
Options (Audio): 6

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 3	Options: 4	Options: 3

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 2	Options: 2

TOTAL PACKAGE COSTS

Eurodollars: 40,000
Humanity Cost: 16D6



AQUARIUS

Dynalar Technologies
Sub-Marine Full Conversion

50,000EB

The only way to dive deeper than Bryan LeShawn (who dove to a record 12,645 feet on July 13, 2011) is with Dynalar Technologies' "Aquarius" full body conversion. Designed for use in underwater environments (both fresh and salt water), Aquarius is superior to any diving system. It is ideal for undersea exploration, mining, aquaculture, construc-

DYNALAR

Don't let your frail, organic frame keep you from exploring a bold new frontier. See another world—with your body as your vessel... Aquarius
—Advertisement

tion, and covert operations. Endorsed by the Cousteau Society, the U.S. Navy SEALs, the Hydrosubsidium and OTEC; Aquarius can operate underwater for up to 16 hours, and at depths of up to 16,000 feet! Remember, it was an Aquarius cyborg that explored the Marianas Trench!

The Aquarius is built using corrosion-proof materials, and is waterproofed to protect all internal systems. The body is carefully weighted for neutral buoyancy (its density is equal to that of water), allowing easier maneuvering. Rather than using the standard oxygen cell, Aquarius employs a solid oxygen battery which must be recharged approximately every 16 hours. Its motive system forgoes standard myomar technologies, instead using a high-speed hydraulic system, which has fewer difficulties than myomars when submerged, and boasts a higher strength factor. Supplementing its normal locomotion, Aquarius has a set of miniaturized "caterpillar" drives for high-speed propulsion. These electromagnetic engines (manufactured by the Hydrosubsidium) charge and propel water through their lengths, granting high speed and energy efficency with minimal audio signature or pollution.

To better function in the alien environment of the deepest waters, Aquarius has several specialized sensor systems. In addition to the standard audio-visual array, a powerful head-mounted Sonar system allows accurate ranging and detection out to 1km. Built into multipositionable housings in the shoulders are two 1,000,000-candela spotlights, capable of penetrating the murky depths up to 100m (depending on conditions). Communications is provided by a long-range, ULF multichannel radio link (range 50km) so that contact can be maintained with the surface and other units. For defense, Aquarius takes after the Electric Eel, being capable of charging its hull with a high-voltage electric current; no need to worry about shark attacks!

AQUARIUS PHYSICAL STATS

Reflex: 10 (- to Reflexes when submerged GM'call)
Attractiveness: NA
Movement Allowance: 10 (1/2 MA when submerged)
M/turn:30m/15m MPH:20mph/10mph
Jump (up):6m/3m (broad):8m/4m

Body: 15 *6*
Lift: 600kg Throw:150/15m underwater
Damage Mod: +8

Hand-to-Hand:
Punch:1D6+8 Kick:2D6+8

PHYSICAL STRUCTURE

Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 4 & 4
Options (Audio): 4

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 2	Options: 2	Options: 2

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 2	Options: 2

OPTION PACKAGES
SENSOR OPTIONS:

Sonar - 1km range. Note that if a full power Sonar pulse ("Ping") is directed at a human at close range (20m), the person must make a Stun Save at -2 or be deafened & disoriented for 1D6+3 full combat turns. This only works underwater. *2*

Spotlights - 100m range, varies depending on conditions. Note that when used at close ranges, can function in the same way as a Dazzle grenade (blinds for 4 turns). This only works above water. *2*

WEAPON SUBSYSTEMS:

Electrified Hull - A contact weapon which will do 1D6+2 in electrical burn damage and also requires a Stun Save at -3. This electrifies the entire surface of the borg. *1*

OTHER OPTIONS:

Caterpillar Drive - Maximum speed is 30mph (MA 15) underwater. Being electrically powered, these have no maximum range or duration. These only work underwater! *2*

Long-Range Radio - Range 50km, with 10 channels. *2*

TOTAL PACKAGE COSTS
Eurodollars: 50,000
Humanity Cost: 18D6+2 (16D6+14)

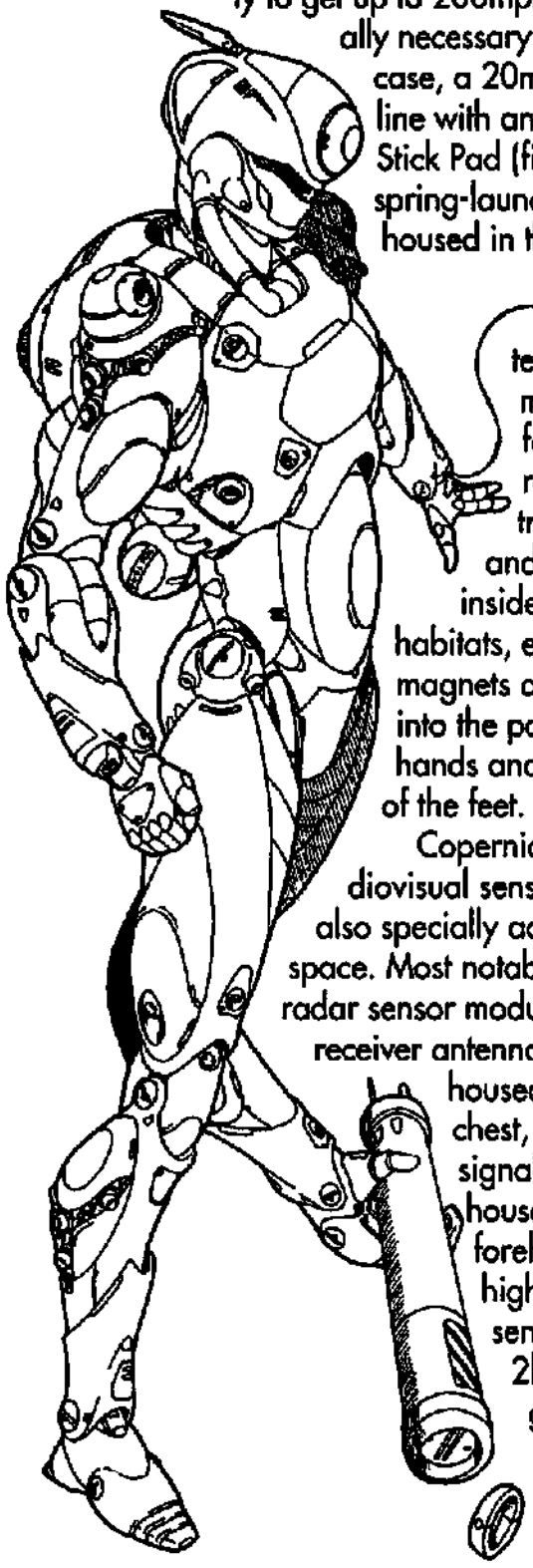
COPERNICUS

CYBERMATRIX INCORPORATED
SPACE-USE FULL CONVERSION
60,000EB

There is no environment more hostile than the cold vacuum of space. Radiation constantly bombards those who venture outside of man's fragile artificial habitats, and many have fallen prey to the unique accidents of an orbital environment. Cybermatrix Incorporated offers the Copernicus body conversion to make you a native inhabitant of the final frontier. From EVA construction to deep-space exploration, Copernicus is the ideal body conversion.

As a standard feature, this body is fully protected against radiation, EMP and Microwaves with fully-shielded materials and hardened electronics; cosmic rays and electromagnetic storms are no threat to Copernicus. In addition, all exposed surfaces are highly reflective so as not to absorb heat from the glaring light of the sun's unobstructed rays. For added reliability, Copernicus' reaction time has been increased beyond the normal human threshold, making it possible to avoid or avert those zero-G accidents which can occur in a split-second. Because of the unique nature of Full Borg biosystems, minimal reconstruction was required to make this body fully vacuum-proofed; a 12-hour stint of EVA is standard for this cybersystem (after which time the borg must return to a human-friendly environment to recharge air). An internal gyroscope gives excellent balance and level-headedness, despite the lack of any kind of "up" or "down."

By no means a helpless observer, Copernicus can do much more than simply survive in space: 36 micro-verniers are clustered across the body in retractable housings, enabling this Full Borg to perform maneuvers without needing to push off against any surfaces (this effectively adds +2 to Zero-G Maneuver skill). A central fuel storage pod, which is loaded into a receptacle in the borg's lower back, allows enough fuel for 12 hours of EVA maneuvering. In addition to these maneuver rockets, Copernicus has one main thruster nozzle built into the back of the upper body: this compact rocket-propulsion system (usable only in zero-G) can grant acceleration of 5 meters per second squared (or an ever increasing speed of about 10mph per second). Its replaceable solid fuel supply has enough fuel for 20 seconds of burn, giving Copernicus the ability to get up to 200mph if it's really necessary. Just in case, a 20m grappleline with an Electro-Stick Pad (fired by a spring-launcher) is housed in the left arm, for secure tethering to metal surfaces. For reliable traction and stability inside orbital habitats, electromagnets are built into the palms of the hands and the soles of the feet.



Copernicus' audiovisual sensor suite is also specially adapted for space. Most notable is the radar sensor module, whose receiver antenna is housed in the chest, with the signal emitter housed in the forehead. This high-power sensor has a 2km range, giving the Full Borg an unparal-

leled awareness of his environment. A radio link is spliced into the audio systems, and both optics are fully protected from bright lights with integral flare-compensation capability. A radio beacon with a 100km range is also standard, in case the borg gets separated from his station. To enhance visibility in the blackness of space, two 1,000,000-candela spotlights are built into multipositionable housings in the shoulders.

In addition to, all these necessities, Copernicus is packed with additional features which make this Full Borg the equal of any Space Suit or Work Module. Although this body's legs can perform all the normal functions that those of the human body can, they can also act as a supplementary set of arms. Copernicus' legs are literally double-jointed, and the feet can unfold into rudimentary hands, the toes extending into finger-like digits which can manipulate objects. These dual-purpose limbs can act just like arms, but at a -3 penalty to reflexes due to their inferior dexterity. Another utility is the 3-shot Goop Ball launcher in the right arm, whose spring-launcher has a 10m range. Goop Balls are ping pong sized plastic spheres filled with a fluid which can harden to patch holes up to 2 inches wide in structures. For convenience, the left hand has several tools useful in zero-G, allowing many small repairs to be done without any additional equipment.

COPERNICUS PHYSICAL STATS

REFLEX: 11 *2*
ATTRACTIVENESS: NA
MOVEMENT ALLOWANCE: 10
M/turn: 30m MPH: 20mph
Jump (up): 6m (broad): 8m

BODY: 12
Lift: 480kg Throw: 120m
Damage Mod: +4

HAND-TO-HAND:
Punch:1D6+4 Kick:2D6+4

PHYSICAL STRUCTURE

HEAD
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 3 & 3
Options (Audio): 4

RIGHT ARM W/ HAND	TORSO	LEFT ARM W/ HAND
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 2	Options: 0	Options: 1

RIGHT LEG W/ FOOT	LEFT LEG W/ FOOT
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 0	Options: 0

OPTION PACKAGES

SENSOR OPTIONS:
Radar Sensor: 2km range. *1*
Radio Beacon: 100km range. *1*
Flare Compensation: Works just like Anti-Dazzle. *1*
Spotlights: 500m range.
Note that when used at close ranges, can function in the same way as a Dazzle grenade (blinds for 4 turns). *2*

WEAPON SUBSYSTEMS: NONE INSTALLED

OTHER OPTIONS:
Toolhand - contains a power-screwdriver, a vac-solderer, a micro-probe, and a small wirecutter. *2*

Dual-Purpose Limbs - these can act just like arms, but at a -3 penalty to reflexes due to their inferior dexterity. *2*

Goop Ball Launcher - 10m range, 3 shots, each shot can patch a 2" hole. *1*

Gyroscope (+2 on Space Sickness rolls, +1 on Zero-G Maneuver skill, +2 on any roll REF involving balance). *1*

Maneuver Verniers and Back Thruster: this system adds +2 to Zero-G Maneuver skill, and allows acceleration up to 5m/sec², or a 10mph (5MA) increase in speed each second. There are 20 seconds of burn for the thruster, and 12 hours of maneuvering for the verniers. Refueling pods cost 50eb each. *2*

Grapple line: 20m range, -1 accuracy. *1*

Magnetic hands & feet. *0*

Electromagnetic Shielding—Hardened circuitry and heat-reflective surface. *1*

TOTAL PACKAGE COSTS
EURODOLLARS: 60,000
HUMANITY COST: 19D6 (16D6+17)

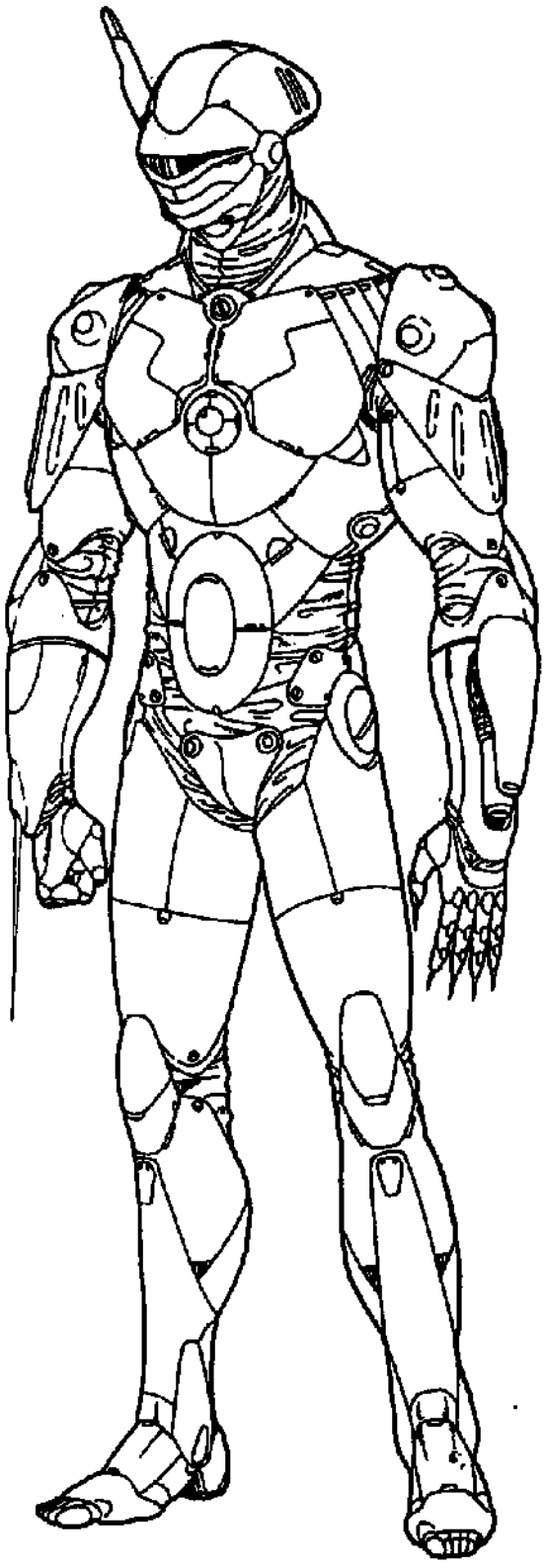
CYBERMATRIX

ECLIPSE

Militech Cybernetics International

Covert Operations Full Conversion

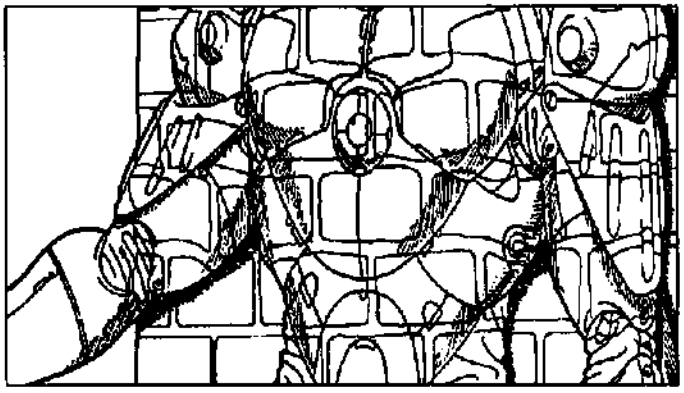
65,000 EB



FULL BODY REPLACEMENT

In normal circumstances it takes six highly trained men to form an effective black ops cell. In such cases, you have versatility and firepower, but six men can only be so stealthy. Now, Eclipse offers maximum versatility, firepower and stealth in one compact package. Ideal for assassinations, intrusion, sabotage, kidnapping and information collection. A mix of advanced cybernetics, high-tech weaponry and stealth technology, the Eclipse Cyber System puts any ninja to shame.

As a superior black ops full conversion, the Eclipse uses jump-wired cybernetic reflexes to excel in its field. These reflexes feed directly into the high efficiency Myomar musculature, for increased speed, and a custom integrated gyro-stabilization unit, for near-perfect balance in any situation. Eclipse also comes standard with a pain editor, a pair of independently focusing optics and an on-board ambidexterity sub-processor. Eclipse's physical capabilities guarantee the greatest level of lethality.



Eclipse chameleon system in action

What would a black ops 'borg be without stealth technology? The Eclipse's exterior incorporates a chameleon system, which employs liquid crystal technology and a multi-faceted fiber-optic digitization system. The visual effects of Eclipse's "skin" are complemented by a negative-noise sound canceller, which uses a complex sound array and fuzzy-logic processors to cancel out any noises made by the cyborg. Its stealth capabilities are supplemented by a high power ECM generator and IR Thermal Dam. Eclipse's foot modules have sound absorbing pads on their soles, which are covered in a tacky rubberized material for increased traction, and the toes can extend and curl around objects to aid in climbing.

FULL BODY REPLACEMENT

The Eclipse's optical array includes Thermal imaging, Lowlite enhancement, an auto-step feature, and an integrated heads-up display with targeting system. The audio package is equally impressive, featuring amplified audio pickups, a decibel leveling system, and a scrambled multifrequency radio with the ability to lock on to homing tracers. As a backup, the Eclipse has a sensor boom capable of looking around corners.

Eclipse's sensory and physical abilities are backed up by a formidable selection of subtle yet effective weapons. The fingers of one hand contain retractable hypodermic needles (See Venomhand, *Corpbook I*, pg. 70). The other hand is a modular unit which comes standard with a dartgun, a lockpick, a finger bomb, and a gas sprayer. The left arm is equipped with a silenced 10mm pop-up autoloader and the right arm with a retractable 12" monoblade. Secret spaces in the legs are perfect for additional gear.

ECLIPSE PHYSICAL STATS

Reflex: 13 *6*
Attractiveness: NA
Movement Allowance: 13 *6*
M/turn: 39m MPH: 26mph
Jump (up): 6m (broad): 10m

Body: 12
Lift: 480kg Throw: 120m
Damage Mod: +4

Hand-to-Hand:
Punch:1D6+4 Kick:2D6+4

PHYSICAL STRUCTURE

Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 0 & 0 (3 in boom)
Options (Audio): 1 (2 in boom)

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 2	Options: 0	Options: 2

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 1	Options: 1

OPTION PACKAGES

Sensor Options:

Audios: Amplified Hearing (+2 to audio Awareness rolls), Level Damper (prevents deafening), Radio w/ Scrambler (1km range) and Homing Tracer (4 bugs included). *4*

Optics: Thermographic Sensor, Targeting Scope (+1 to Smartguns), Low-Lite (night vision), AntiDazzle (prevents blinding) and Times Square Plus (Heads-Up Display) *6*

Sensory Boom ("Rabbit Ear"): Normal A-V systems, can look around corners. *3*

WEAPON SUBSYSTEMS:

Retractable Monoblade - This does 2d6+7 damage, including BOD, 1/3 to armor. *2*

Silenced pop-up gun (P +2 na na 2d6+3(10mm) 10 2 VR 50m) w/LimbLink- Any Awareness roll to hear it fire is at -10. *2*

Modular Cyberhand; Dartgun, Gas Sprayer, Finger-Bomb and Lockpick fingers (see *ChromeBook 1*, pg. 32). *1*

Venomhand (4 drug-injecting needles, 1d6-1 damage if used in a slash) for more detail, see *Corpbook I*, pg. 70. *2*

OTHER OPTIONS:

Secret Spaces - There is one in each leg (2" x 6" x 2"). *1*

Gyro-Balancer - This adds +1 to all rolls involving balance. See *Chromebook 1*, pg. 38. *1*

Grip Foot - This adds +2 to all Climbing rolls. *2*

Stealth Foot - This adds +1 to Stealth rolls. *1*

Pain Editor- This negates heat, cold, and pain on command. *2*

Chameleon Covering - This is a built-in digital camouflage system which makes the cyborg blend into its surroundings, granting -4 to Awareness. (See Militech Ghostsuit, Page 27). *0*

ECM Generator - This on-board electronics scrambler will jam any Radar or Sonar sensor, motion detectors, and any form of radio communications (except for tight-beam transmissions). Its sphere of influence is adjustable, ranging from 5-100m. *2*

Sound Canceller - This system incorporates an array of sensitive audio pickups, noise generators and a matrix of fuzzy-logic microprocessors. This unit can analyze the sounds being made by the cyborg (such as footsteps, hands touching things, etc) and instantly emit the "opposite" of that sound; this anti-noise effectively cancels out the original sound, resulting in virtually no sound at all (this causes a -3 modifier to any listener's Awareness rolls). *2*

IR Thermal Dam - This system absorbs IR emissions until they can be safely bled off; this is done in a random pattern, so that it does not appear to come from a humanoid source. This translates into a -5 to any IR-based Awareness rolls. *2*

TOTAL PACKAGE COSTS

Eurodollars: 65,000
Humanity Cost: 21D6+3 (16D6+33)

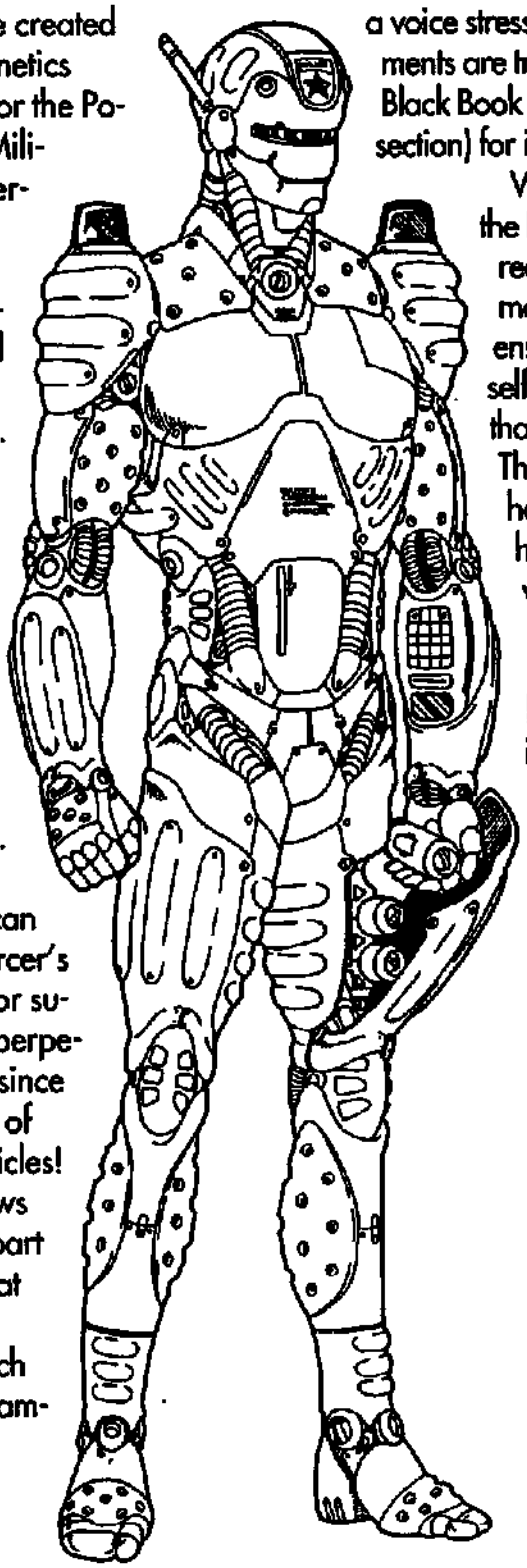
ENFORCER

MILITECH CYBERNETICS INTERNATIONAL
POLICE & SECURITY FULL CONVERSION

55,000 EB

Militech knows that cops are on the run in our cities. That's why they've created the Enforcer, a full body cybernetics package designed especially for the Police and Security community. Militech's own contracted police services proudly include several Enforcers in each of their precincts, and Militech security divisions are often supplemented by Enforcers to better guarantee the safety of your premises. Now available for any police group, public or private, the Enforcer is sure to become a familiar sight where you live.

With streetgangs and organized crime becoming better armed all the time, the Enforcer package is well-armored, capable of withstanding almost any small arms fire. Since the scene on the street (or during a security breach) can change in an instant, the Enforcer's nervous system is hardwired for superior response time, and no perpetrator can outrun this cyborg, since its ground speed matches that of most electrically-powered vehicles! Of course, any good cop knows that intimidation is the better part of crime prevention, and to that end the Enforcer is built on a large, heavy-duty chassis which can soak up a good deal of damage, but also scare the most "chilled" of intruders into surrendering.



FULL BODY REPLACEMENT

The Enforcer's audiovisual systems are configured to aid officers of the law no matter what department they're with, from street patrol, to investigations, to the Psycho Squad. This full body conversion's cyberoptics feature a targeting system, a video recorder (for filming evidence), a thermographic sensor (to check suspicious types for hidden weapons and cyberware), as well as low-light and flare compensation capability. The audio system includes a radio link, a recorder (for taking statements), and a voice stress analyzer (to see if those statements are true). The left forearm also stores a Black Book micro-computer (see Electronics section) for instant access to police databases.

When the time comes to get serious, the Enforcer conversion is more than ready. First, there are light bars mounted on the cyborg's shoulders to ensure that you legally identify yourself, but we all know that it takes more than lights to stop a Black Lace addict. That's why each of the Enforcer's legs has a storage space: the right leg houses a pop-out weapon holster, while the left leg has space for three hand grenades (Stun and Gas bombs are good choices). For hand-to-hand combat and subduing antsy criminals, both hands have built-in tasers. Once the job is done, the striptape dispenser in the right arm keeps the catch under wraps.

FULL BODY REPLACEMENT

ENFORCER PHYSICAL STATS

Reflex: 12 *4*
Attractiveness: NA
Movement Allowance: 15 *10*
M/turn: 45m MPH: 40mph
Jump (up): 6m (broad): 11m

Body: 12
Lift: 480kg Throw: 120m
Damage Mod: +4

Hand-to-Hand:
Punch:1D6+4 Kick:2D6+4

PHYSICAL STRUCTURE

Head
SP: 30
SDP: 25 (disabled), 35 (destroyed)
Options (Optic): 1 & 1
Options (Audio): 3

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 30	SP: 30	SP: 30
SDP: 25/35	SDP: 35/45	SDP: 25/35
Options: 1	Options: 4	Options: 1

Right Leg w/ foot	Left Leg w/ foot
SP: 30	SP: 30
SDP: 25/35	SDP: 25/35
Options: 1	Options: 1

OPTION PACKAGES

SENSOR OPTIONS:

Cyberoptics: Targeting Scope (adds +1 to Smartguns only), Video recorder (can record up to 20 minutes of video), Thermograph Sensor, Lowlite and Antidozzle. *4*

Cyberaudio: Voice Stress Analyzer (+2 to Human Perception & Interrogation), Radio Link (1km range) and Digital Recording Link (can record up to 2 hours). *3*

WEAPON SUBSYSTEMS:

Leg Holster - This can hold a Heavy Pistol, Medium SMG or a folding shotgun, as well as one spare clip of ammo (weapons not included). *1*

Grenade Storage - This space can hold three hand grenades or bombs of any type. *1*

Taser Grips - Each hand can be treated as having a built-in Taser. *2*

OTHER OPTIONS:

Black Book Micro-Computer - built into the left arm. See the Equipment section for specifications and details. *1*

Striptape Dispenser - 12 one-use lengths of plastic tape which serve as temporary handcuffs (Very Difficult to break), this dispenser is reloadable. *1*

Light Bars - These cannot be used as blinders, just as signals. *1*

TOTAL PACKAGE COSTS

Eurodollars: 55,000
Humanity Cost: 21D6-2 (16D6+28)

BRIMSTONE

Dynalar Technologies
Fire-Fighter Full Conversion
47,000 EB

Throughout time, fire has been man's greatest tool as well as his greatest enemy. Firefighting, an art that has evolved for centuries, now reaches its pinnacle with Dynalar's Brimstone full body conversion. Immune to the hazards of smoke inhalation, burns and rapidly-changing pressures, Brimstone can do the work of an entire company of regular firemen. Originally deployed in London, Brimstone cyborgs are now a regular sight in many major cities throughout the world.

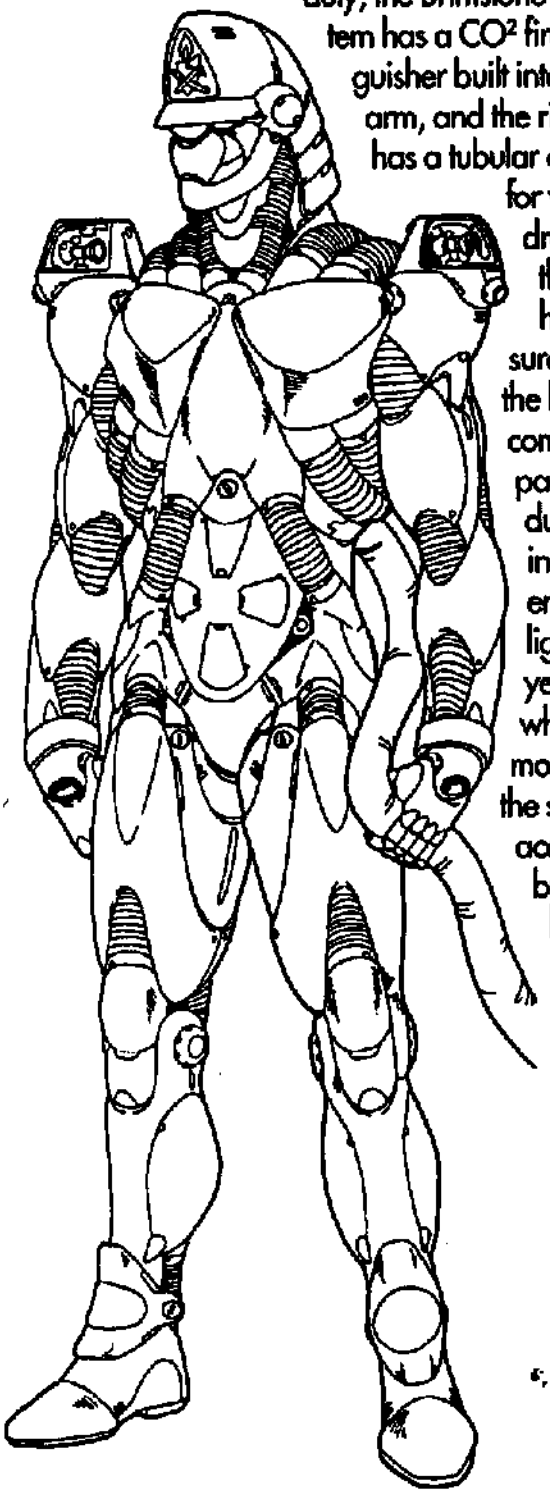
As a necessity, the Brimstone package is fully fireproofed and insulated, making it capable of enduring the searing heat of almost any blazing inferno. It is also protected by extra-thick layers of laminate armor, allowing it to survive such catastrophes as collapsing ceilings, falling rubble and explosive backdrafts. The musculature of the Brimstone system mixes thickened myomar fibers with magnetic piston actuators, giving it the strength it needs to break through doors and walls to reach trapped civilians. An improved response time in the cybernetic nervous system also makes sure that Brimstone can react quickly to the crisis situations it was designed for, and an automatic pain editing feature keeps the cyborg from feeling the searing heat that may surround him.

Since the intense heat of blazing fires will scramble IR and thermal imagers, and smoke will obscure any other visual sensors, the Brimstone conversion includes a low-power radar sensor.

FULL BODY REPLACEMENT

The signal emitter is housed in the chest, with the receiver mounted in the forehead, allowing the cyborg to navigate through the thickest smoke without difficulty. This conversion's audio package includes a radio link, so that communications can be maintained with the command structure and other firefighters. Amplified hearing range, sound editing, and acoustic level dampers make it possible to hear the calls of trapped victims through the loudest explosions and blazes.

For active anti-blaze and rescue duty, the Brimstone cybersystem has a CO^2 fire extinguisher built into its left arm, and the right arm has a tubular conductor for water drawn in through a high-pressure pump in the back. To complete the package, dual revolving-style emergency light bars (in yellow and white) are mounted on the shoulders, accompanied by a siren to let bystanders know that the authorities have arrived.



BRIMSTONE PHYSICAL STATS

REFLEX: 11 *2*
ATTRACTIVENESS: NA
MOVEMENT ALLOWANCE: 10
M/turn: 30m MPH: 20mph
Jump (up): 6m (broad): 8m

BODY: 14 *4*
Lift: 560kg Throw: 140m
Damage Mod: +6

HAND-TO-HAND:
Punch: 1D6+6 Kick: 2D6+6

PHYSICAL STRUCTURE

Head
SP: 30
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 4 & 4
Options (Audio): 6

RIGHT ARM W/ HAND	TORSO	LEFT ARM W/ HAND
SP: 30	SP: 30	SP: 30
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 3	Options: 4	Options: 3

RIGHT LEG W/ FOOT	LEFT LEG W/ FOOT
SP: 30	SP: 30
SDP: 20/30	SDP: 20/30
Options: 2	Options: 2

OPTION PACKAGES

Sensor Options:

Radar Sensor - 100m range, very reliable. *2*

Audio Systems: Radio link with 1km range, Amplified Hearing (+2 to audio Awareness rolls), Level Damper (prevents deafening), Sound Editor (selective sound sensor, adds +1 to audio Awareness rolls). *3*

WEAPON SUBSYSTEMS: NONE INSTALLED

OTHER OPTIONS:

Waterhose System - A high-pressure pump in the back draws in water from a firehose, which can be attached to a sleeve in the back. A duct leads through to the arm, which has an adjustable nozzle in the wrist. The water can reach up to 50m, and has very high pressure (Very Difficult BOD roll to withstand it). *2*

CO2 Fire Extinguisher - 5m range, fueled by a replaceable 10-turn cannister. If used as a weapon, target must make a Difficult REF roll to avoid being blinded for 1D6/2 turns. *1*

Pain Editor - This system tunes out heat, cold and pain. *2*

Light Bars - These cannot be used to blind, just as signals. *1*

TOTAL PACKAGE COSTS

EURODOLLARS: 47,000
HUMANITY COST: 19D6 (16D6+17)

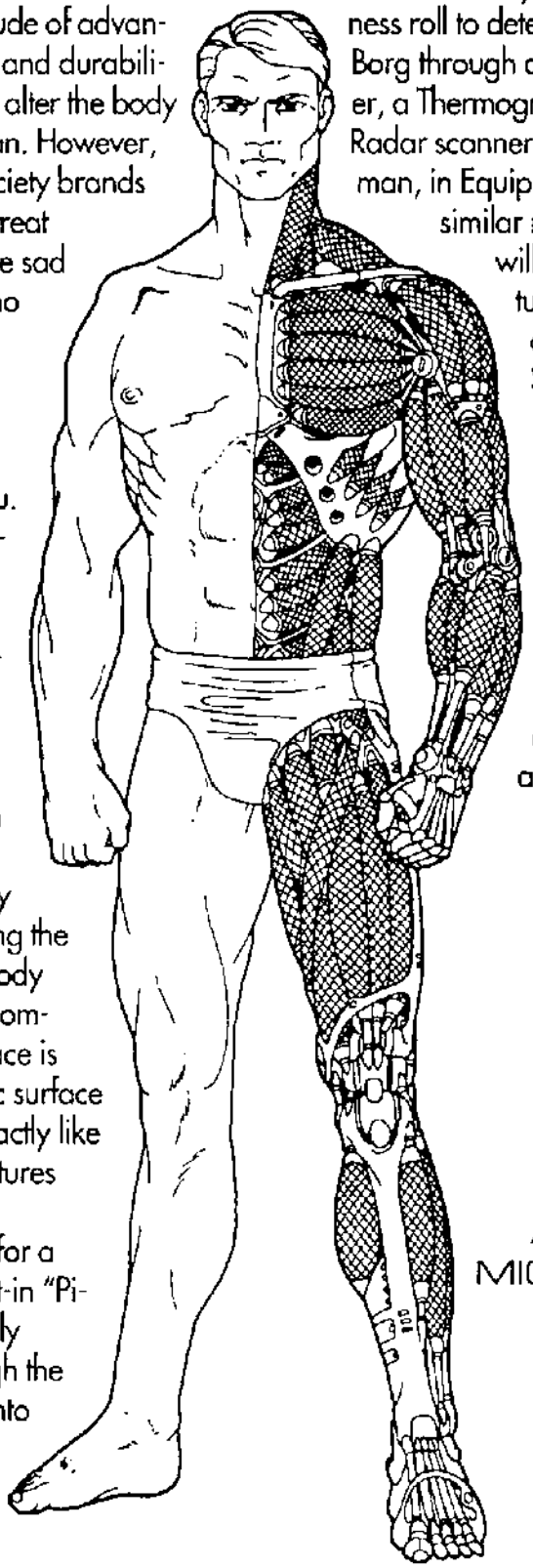
GEMINI

RAVEN MICROCYBERNETICS
HUMANOID FULL CONVERSION
55,000 EB

Full Body Conversions have a multitude of advantages: superhuman strength, speed, and durability, heightened reflexes, the ability to alter the body at will and even an increased lifespan. However, being a Full Borg sets you apart. Society brands you as a "Metalhead," and people treat you like a machine—even a tool. The sad truth is that if you look like a robot, no matter how you behave, people will tend to treat you like a robot. So, if you want the advantages of a full conversion without the societal baggage, Gemini is the package for you.

The Gemini cybersystem is a full-body conversion that simulates the human body in both form and function. Its chassis is designed in a similar manner to the human skeletal structure, and its myomar muscle system is arranged to physically mimic the human musculature. With this carefully-tailored layout, the Gemini cleverly imitates the anatomy of a normal person without sacrificing the superior capabilities for which full body conversions are so well-known. To complete the effect, Gemini's entire surface is covered with ExoDerm®, a synthetic surface which looks and feels like almost exactly like human skin (assorted skin tones, textures and hairstyles are available).

The Gemini's capability to pass for a normal human is impressive. Its built-in "Pinocchio" sub-processor automatically maintains body temperature (through the use of a heating system integrated into the ExoDerm®), expands and contracts the upper torso to create the illusion of breathing, and even blinks the eyes occasionally. What's more, the entire body is composed of lightweight carbon-carbon synthetics and other composite materials, resulting in a mere 10-pound deviation from the average weight for a similar-size person. However, it should be kept in mind that ExoDerm® can be cut, punctured, and burnt as easily as real skin. (Although it does not bleed!)



It is a Nearly Impossible (Diff 30) Awareness roll to determine that a Gemini is a Full Borg through any of the five senses. However, a Thermograph sensor, a highly sensitive Radar scanner, a Scanman™ (see Scanman, in Equipment section, page 23) or similar material-sensitive detectors will reveal the Gemini's true nature. The apparent Body Type can be chosen (Average, Strong or Very Strong) without affecting the true strength of the Borg. However, the actual BOD cannot be boosted, nor can additional SDP or SP be added (the ExoDerm® already integrates a high-density "skinweave"); if the ExoDerm® becomes damaged, it must be "patched" by a competent Cybertechnician.

RAVEN®
MICROCYBERNETICS

As an option, Gemini can be equipped with an added "disguise" feature, wherein tiny microsurfaces can be used to change the cyborg's facial features, and a chemskin-type modification to the Exo-Derm® allows the skin tone to be altered at will. This is a popular option for infiltration and espionage, roles to which the Gemini cybersystem is well-suited.

GEMINI PHYSICAL STATS

Reflex: 10
Attractiveness: 2-10 (this can be chosen by the purchaser)
Movement Allowance: 10
M/turn: 30m MPH: 20mph
Jump (up): 6m (broad): 8m

Body: 12
Lift: 480kg Throw: 120m
Damage Mod: +4

Hand-to-Hand:
Punch: 1D6+4 Kick: 2D6+4

PHYSICAL STRUCTURE

Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 4 & 4
Options (Audio): 6

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 1	Options: 2	Options: 1

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 1	Options: 1

OPTION PACKAGES

Sensor Options: None installed
Weapon Subsystems: None installed

OTHER OPTIONS:

Sexual Implant - Treat as a Mr. Studd or Midnight Lady. Can't pass for a human being without one of these! (HC2)

"Disguise" Option - This allows the cyborg to alter its skin tone and facial features, effectively adding +5 to any Disguise roll. This is not a standard feature, but can be purchased for 1000eb (HC2)

TOTAL PACKAGE COSTS

Eurodollars: 55,000
Humanity Cost: 16D6+2 (+2 for Disguise Feature)

WINGMAN

International Electric Cybernetics
Fighter Pilot Full Conversion

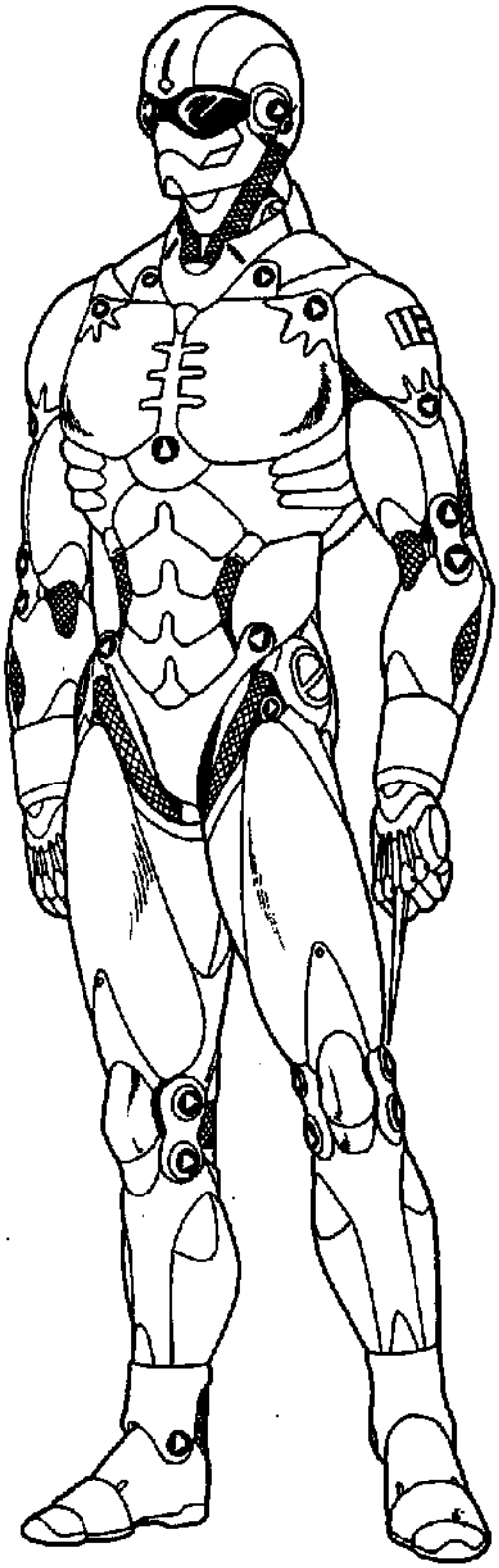
54,000 EB

For decades, modern fighter planes have had the ability to outperform their pilots. The G-forces caused by acceleration and high-speed maneuvers have been the cause of many pilot fatalities. It stands to reason that when the machine outperforms the flesh, you get rid of the flesh. IEC, with the Wingman full body conversion, has finally enabled pilots to take their fighter to the limit. Designed to withstand even the fifteen G's pumped out by the F-36 Fireshark cyberfighter, Wingman takes air combat to new, undreamt-of heights.

Wingman's responses are as fast as a computer—they have to be. With AI-guided missiles and hypervelocity projectiles filling the air, every microsecond counts. Along with a "greased" nervous system, the Wingman body has six interface plugs, allowing for maximum interface with any cybernetically-controlled aircraft. To further aid in dogfighting and maneuvering, an advanced gyro-stabilizer is built into the skull, preventing any dizziness due to sudden changes in orientation; very little can disturb the concentration of a Wingman. Employing specially buffered biosystems and a high-performance, high-stress blood pump, Wingman can effectively ignore the problems normally associated with acceleration. Blackouts and red-outs become a thing of the past.

All the reflexes in the world won't help in an air war if you can't sense your environment effectively. To this end, Wingman's visual sensor suite includes everything a fighter pilot could want: flare compensation, telescopic systems, high-resolution visual enhancement and a visual marquee for heads-up information. There comes a time, however, when you have to leave your plane behind. For such contingencies, this full-body conversion includes an onboard parachute. A weapon holster and multi-purpose blade are also included for when you reach the ground, and a locator beacon ensures that the rescue team will be able to find you. Remember: any cyborg body you can walk away in is a good one.

FULL BODY REPLACEMENT



WINGMAN PHYSICAL STATS

Reflex:	15 *10*		
Attractiveness:	NA		
Movement Allowance:	10		
M/turn:	30m	MPH:	20mph
Jump (up):	6m	(broad):	8m
Body:	12		
Lift:	480kg	Throw:	120m
Damage Mod:	+4		

Hand-to-Hand:
Punch:1D6+4 Kick:2D6+4

PHYSICAL STRUCTURE

Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 0 & 0
Options (Audio): 5

Right Arm w/ hand	Torso	Left Arm w/ hand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 2	Options: 3	Options: 3

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 1	Options: 2

OPTION PACKAGES

SENSOR OPTIONS:

Locator Beacon - a radio signal unit with a 100km range, because you want to protect your investment. *1*

Visual Systems: Teleoptics (20x magnifications), Image Enhancement (+2 to visual Awareness rolls), AntiDazzle, Times Square Plus. *4*

WEAPON SUBSYSTEMS:

Survival Blade - A wrist blade which extends between the knuckles, doing 1D6+7 damage (BOD included). *2*

Leg Holster - This can hold a Heavy Pistol, Light SMG or a Folding Shotgun, as well as one spare clip of ammo (weapons not included). *1*

OTHER OPTIONS:

Parachute - This internally-stored back unit compresses the 'chute into a tiny package, and blasts it out with gas pressure: cannot work under 200 feet. *2*

Gyroscope - (+2 on Sickness rolls, +1 to high-G maneuvers, +2 on any REF roll involving balance). *1*

Two extra sets of Interface Plugs, making three pairs total. *2*

TOTAL PACKAGE COSTS

Eurodollars: 54,000
Humanity Cost: 20D6 (16D6+23)

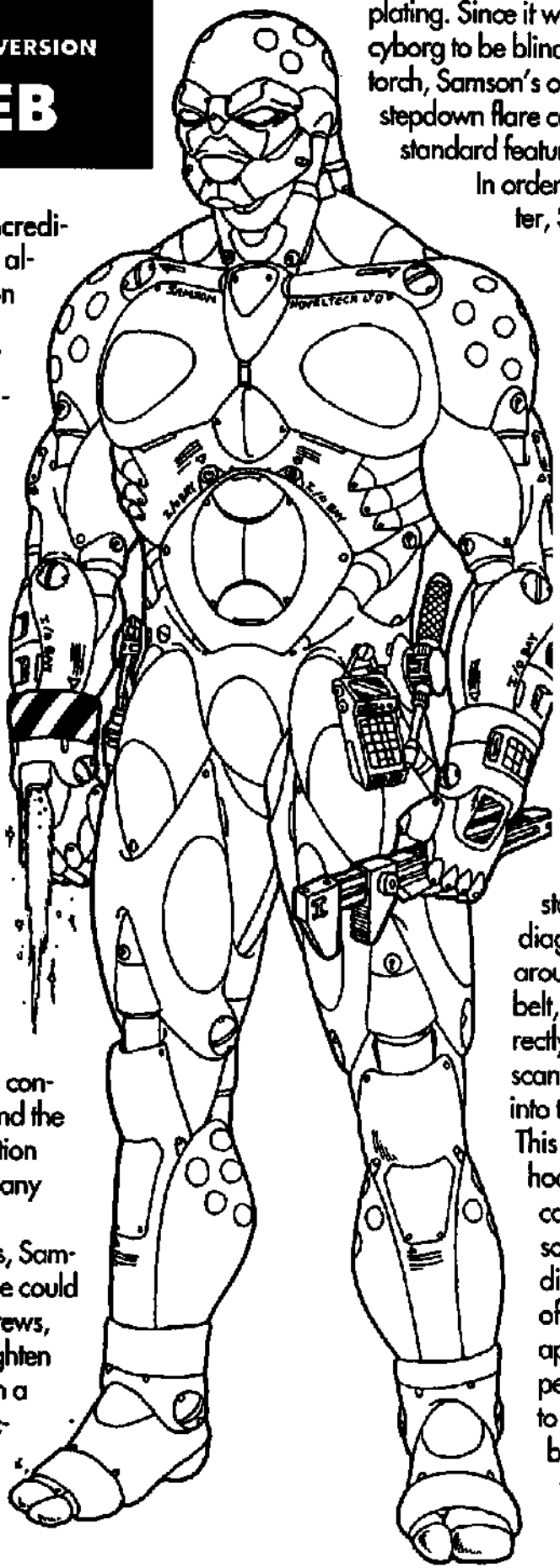
SAMSON

NovelTech Limited
Industrial-Use Full Conversion
50,000 EB

Imagine a perfect worker: tireless, incredibly strong, and capable of surviving almost any accident. This is the Samson full body conversion. Designed for construction, loading, and "hazmat" duty (dealing with hazardous materials and environments), Samson is as effective as an entire crew of union hardhats! Samson is equally at home hundreds of stories above the ground as a welder on high steel, or hundreds of feet below the surface of the Earth in a mining tunnel. Samson's other areas of expertise include logging, oil drilling, toxic waste disposal and any other industrial application you can think of.

Like his namesake, this full body conversion is unparalleled in strength. Using a mix of super-dense myomar fibers and high-powered magnetic pistons, Samson is brawny enough to load and unload almost any cargo, reshuffle steel girders, and demolish old tenements with his bare hands. This full conversion is also tough enough to withstand the many accidents which plague construction sites, and can be relied upon to rescue any co-worker who is so unlucky.

Since he has to work with his hands, Samson's own are packed with every tool he could ever need. He can cut wires, twist in screws, test circuits, manipulate microservos, tighten (or loosen) any bolt, drill a hole through a 2" steel plate, and link up with any electronic device's diagnostic systems. On top of this impressive array of equipment, Samson's right arm has an industrial-strength arc-welder and cutting torch which is powerful enough to work on battleship armor plating. Since it wouldn't do for any cyborg to be blinded by his own torch, Samson's optics have auto-stepdown flare compensation as a standard feature.



In order to do the job better, Samson has an interactive heads-up display which can access assorted databases and information systems through the cyborg's interface plugs, or from special chipware (such as Techie Visual Recognition Chips). This display is often used in concert with a cyber-chipped microcomputer (which stores blueprints, diagrams, etc.) worn around the waist on a belt, and it also ties directly into the tech-scanner which is built into the left forearm. This device can be hooked up (through connectors in Samson's fingers) to the diagnostic systems of most vehicles, appliances and personal electronics to determine possible problems and troubleshoot breakdowns.

FULL BODY REPLACEMENT

Being more than human, Samson truly shines in the field of hazardous material handling and hostile environment duty. Already immune to the effects of toxic gasses, this body also has a special lead-lined biosystem housing which protects Samson's organic components from radiation poisoning. Further enhancing Samson's Hazmat capabilities is a built-in radmeter which can detect radiation in a 10m radius, determine its intensity and extrapolate the dangers of continued exposure. He just has remember to get "cleaned" of radioactivity before going to the bar after work!

SAMSON PHYSICAL STATS

Reflex: 10
Attractiveness: NA
Movement Allowance: 1 0
M/turn: 30m MPH: 20mph
Jump (up): 6m (broad): 8m

Body: 18 *12*
Lift: 720kg Throw: 180m
Damage Mod: +8

Hand-to-Hand:
Punch:1D6+8 Kick:2D6+8

PHYSICAL STRUCTURE

Head
SP: 25
SDP: 20 (disabled), 30 (destroyed)
Options (Optic): 1 & 3
Options (Audio): 6

Right Arm w/ Toolhand	Torso	Left Arm w/ Toolhand
SP: 25	SP: 25	SP: 25
SDP: 20/30	SDP: 30/40	SDP: 20/30
Options: 2	Options: 3	Options: 2

Right Leg w/ foot	Left Leg w/ foot
SP: 25	SP: 25
SDP: 20/30	SDP: 20/30
Options: 2	Options: 2

OPTION PACKAGES
Sensor Options:

Times Square Plus - This interactive heads-up display can integrate with databases through interface plugs and chipware. It is usually used in concert with a plug-in micro-computer (which stores blueprints, diagrams, etc) worn around the waist on a belt. *2*

Anti-Dazzle - Both optics are equipped with stepdown flare compensation, so that the glaring light from the arc-welder won't blind the cyborg. *1*

Radiation Detector - Very useful for Hazmat duty, this unit is built into the torso and has a 10m range. Data is displayed on the Times Square Plus. *2*

WEAPON SUBSYSTEMS: None installed

OTHER OPTIONS:

Arc-Welder - Built into the right arm, his super-high-powered thermite lance has a foot-long flame which can weld together anything you want, and can burn through up to SP50 in one turn. It does 4D6+2, halving the SP of any armor, if used as a weapon. *2*

Techscanner - Built into the left arm, this microcomputer has various I/O connectors and probes to connect with assorted electronic systems. It adds +3 to any TECH rolls by running diagnostics, identifying and examining malfunctioning components, and displaying schematics on the Times Square Plus. *1*

Toolhand (right) - Wirecutters, power screwdriver, micro tools, wrench. *2*

Toolhand (left) - Mini-drill, I/O Connector (for Techscanner), probe (for Techscanner), socket wrench. *2*

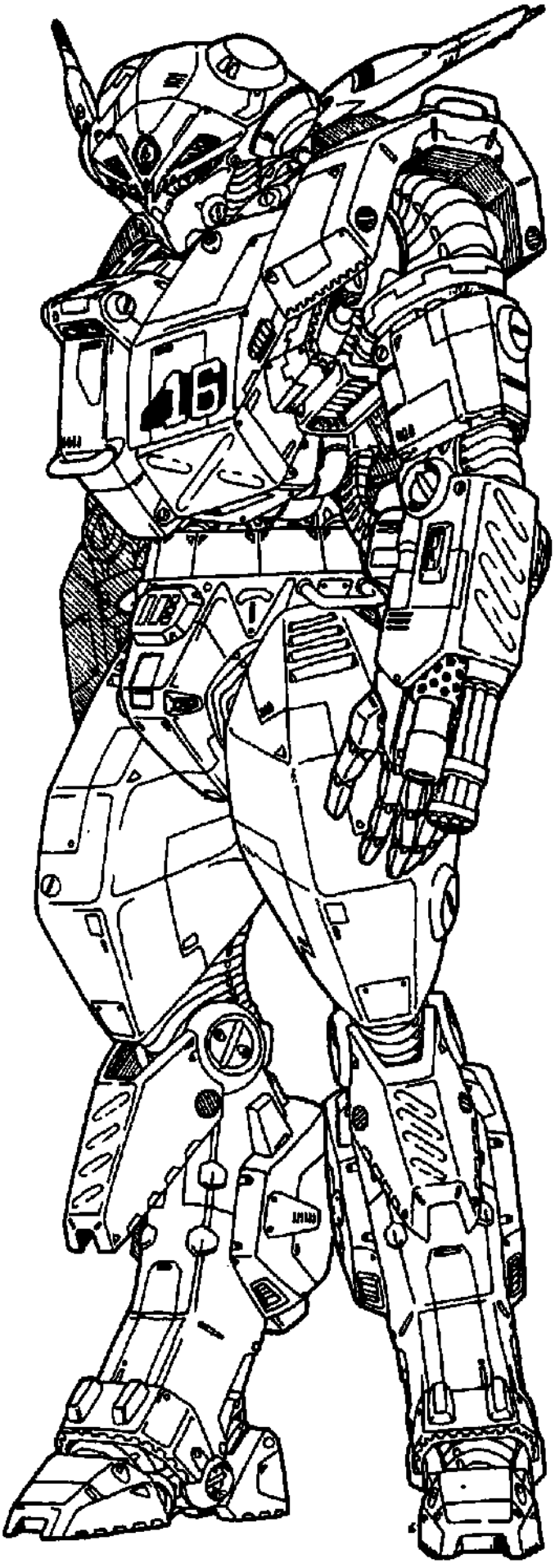
Radiation Shielding - This protects the biosystem from suffering from any harmful side-effects due to exposure to radioactive material. Handy for Hazmat duty. *1*

TOTAL PACKAGE COSTS
Eurodollars: 50,000
Humanity Cost: 20D6+1 (16D6+25)

DRAGOON

International Electric Cybernetics
Military-Use Full Conversion
120,000 EB

The modern battlefield sees many impressive weapons—remote-controlled drones, STOVL stealth fighters, minitanks, combat bikes, anti-tank vehicles, power-assisted infantry armor, and AV-type ground attack craft. However, the ultimate multi-role land-deployed combat unit is the "Dragoon" cybersystem. IEC, holders of the U.S. military cybernetics contract, designed the Dragoon to be the most deadly weapon any army could have. Variants of the Dragoon have, predictably, sold well overseas. Being a strictly military weapon, the Dragoon is absolutely impossible to buy on the open market, and even the most powerful of corporations have a hard time getting ahold of these (except for IEC, that is). Measuring over 8 feet in height, and weighing in at



"Personally, they give me the creeps. It's like standing next to a 7 foot, steel-encased, cannon-toting, basket case. Give me your good, old-fashioned, armed nuclear weapon any day."

—Infantry Sgt. James R. Teal

620 pounds, the Dragoon is arguably the most powerful full conversion in existence.

The Dragoon's advantage over all other land-based combat units is its humanoid form. It is capable of taking maximum advantage of terrain, it can enter buildings, hold territory and perform every part of a military operation, from guerilla warfare to anti-aircraft artillery. Its performance levels give it equal speed (and superior all-terrain capability) to a 4x4 combat car, while it can go where no car ever could: treetops, maintenance tunnels, even vehicle cockpits. Combined with this unbeatable mobility is the Dragoon's inherent toughness: its armor plating consists of a monocrystalline ceramic composite with an ablative layer of heat-displacing ceramics and foamed metal (full SP vs lasers, etc), while its critical system redundancies and raw ability to soak damage make it the rough equivalent of an AFV. In this respect, the Dragoon can easily function as a perimeter patrol and defense unit, as well as an anti-site fast-attack system. It is also a fearsome opponent to troops and vehicles.

FULL BODY REPLACEMENT

As a military weapon, Dragoon has many subsystems which are vital on the battlefield as standard features. It has a wide array of detection, acquisition and designation systems, backup sensors, environmental scanners and communications gear which maximize its chances of getting that most precious of commodities: current data on your foe. However, the Dragoon is not a dedicated design; rather, its modular construction allows it to custom-tailor its equipment to suit almost any role. All four of its limbs are interchangable, allowing it to mount almost any type of weaponry, from a suppressed SMG for special ops to a heavy machinegun or railcannon for anti-vehicular combat. The Dragoon is also fully protected against nuclear, biological, chemical and electronic warfare, giving it greatly enhanced staying power in an extended engagement.

The most immediately obvious problem with such a full body conversion package is the almost guaranteed development of devastating cyberpsychosis. It is true that a human brain, implanted in such a body, cannot easily cope with so many new senses and capabilities. IEC overcame this problem: the Dragoon, being a restricted, combat-use body, comes with an interchangeable biopod. This biopod, which houses the cyborg's biosystems, normally inhabits an "off-duty body," usually an Alpha Class. The Dragoon is only fitted with the biopod, and the human mind within, when it is actively performing missions. To ensure reliable performance from the Dragoon, a Behavioral Inhibitor Program in the cyborg's on-board computer (operating in concert with a chemical injection system loaded with psychoactives) restrict the Borg's thought processes, turning it into a loyal soldier. Battle-proven in the Brushfire Wars of 2018, the Dragoon's prowess and dependability are assured.

Note: The Behavioral Inhibitor Program and its battery of psychoactives do, indeed, keep the cyborg from going cyberpsycho (in the conventional sense). Basically, anyone whose biopod is in this body will act like a robot, unimaginative and literal minded. The borg's commanding officer says "Do this," and the Dragoon says "Yes, sir..." and does it. Because Dragoons are so straightforward-thinking, they are given very specific orders with carefully-laid out parameters. They are also easy to trick, so truly sensitive work is still left to more human operatives. A common mission would be to send a Dragoon into a sector which has been cleared of friendly forces and have it kill anyone it finds, then return. Those soldiers who have been the "minds" of Dragoons are not comfortable with the experience, likening it to being in a dream (or nightmare).

DRAGOON PHYSICAL STATS

Reflex: 1 **5 *10***
Attractiveness: **NA**
Movement Allowance: **25 *30***
M/turn: 75m MPH: 50mph
Jump (up): 6m (broad): 19m

Body: **20 *16***
Lift: 800kg Throw: 200m
Damage Mod: +8

Hand-to-Hand:
Punch:1D6+8 Kick:2D6+8

PHYSICAL STRUCTURE

Head
SP: 40
SDP: 40 (disabled), 50 (destroyed)
Options (Optic): 0
Options (Audio): 0

Right Arm w/o hand	Torso	Left Arm w/o hand
SP: 40	SP: 40	SP: 40
SDP: 40/50	SDP: 50/60	SDP: 40/50
Options: 4	Options: 0	Options: 4

Right Leg w/ foot	Left Leg w/ foot
SP: 40	SP: 40
SDP: 40/50	SDP: 40/50
Options: 2	Options: 2

OPTION PACKAGES

Sensor Options:

Front Optic Mount with 5 cyberoptics: *23*

1 (Night-Vision Optic) Lowlight, Image Enhancement, Anti-Dazzle, Targeting Scope.

2 (Thermal Optic) Thermographics, Image Enhancement, Anti-Dazzle, Targeting Scope.

3 (Long-Range Optic) Teleoptics, Image Enhancement, Anti-Dazzle, Targeting Scope.

4 (IR-Vision Optic) Infrared, Image Enhancement, Anti-Dazzle, Targeting Scope.

5 (Heads-Up Display Optic) Times Square Plus, Anti-Dazzle.

Cyberaudio: Amplified Hearing (+2 Awareness) with Level Damper and Enhanced Hearing Range, Long-Range Radio (25km) with 6 frequencies and Scrambler, Radar Detector (automatically detects Radar beam, 40% chance of fixing source). *5*

Twin Sensory Booms: *6*
(Right) Optic with Video Transmitter (transmits what the optic is seeing, live), Audio with Audio Transmitter (transmits what the mike is hearing, live). *2*

(Left) Optic with Video Imager (can show video images from recordings, transmissions and through Interface Plugs), Audio with Tight Beam Transmitter (unjammable within line of sight).*3*

"Sniffer" - Built into the head, consisting of an Olfactory Booster (which adds +2 to smell Awareness rolls, and has a 50% chance of picking up a scent and adding +2 to Shadow/Track skill) and a Chemical Analyzer (which can analyze chemical traces in the air and break them down into their components). Data is displayed on the Times Square Plus.*4*

Sonar Scanner - Built into the skull, this ultrasound sensor accurately measures distance to, and dimensions of, the nearest solid object. It also serves as a motion sensor with a 120m radius. Data is displayed on the Times Square Plus. *2*

Radar Sensor - This 1km range sensor has its emitter in the skull, and its receiver in the chest area. Data is displayed on the Times Square Plus. *2*

Radiation Detector - Built into the torso, this unit has a 10m range. Data is displayed on the Times Square Plus. *2*

WEAPON SUBSYSTEMS:

None installed, but all four limbs have Quick-Change Mounts, allowing the Dragoon to suit its weapon suite to its mission; anything from a .22 pistol to a grenade launcher or railcannon can be mounted. *8*

OTHER OPTIONS:

Interchangeable Biopod - This allows the cyborg's biosystems to inhabit different bodies for different purposes. The Dragoon body is only inhabited by a biopod when it is active, and a Behavioral Inhibitor Program keeps the semi-cyberpsycho borg from getting out of line. *3D6*

Chipware Socket - If a Dragoon cyborg needs any extra skills in the battlefield, it's able to use them without filling up its Interface Plugs. *1*

Pain Editor - Cuts out heat, cold and pain on command. A must for a combat borg! *2*

Ambidexterity Sub-Processor - This allows Dragoon to use either arm with equal effectiveness, and at the same time. *1*

Combat Crystal - This system allows 5 or more Dragoons to coordinate their actions; making sure that their vision covers 360°, covering each other, and generally using teamwork. This does not promote much individual action, but it grants maximum efficiency. When used, it adds +1 to Initiative and Attack rolls, +2 to Awareness and Defense rolls. *4*

Chronometer - Dragoon has a built-in timekeeping unit with stopwatch and alternate time-zone functions, displayed on the Times Square Plus. *0*

IR Thermal Dam - This system absorbs IR emissions until they can be safely bled off; this is done in a random pattern, so that it does not appear to come from a humanoid source. This translates into a -5 to any IR-based Awareness rolls. *2*

Black Box Recorder - This is a built-in Braindance recorder, recording on chip everything the 'Borg experiences during its mission. It is used for post-mission analysis and debriefing, and it records what happened to those borgs who didn't make it. *1*

Environmental Assimilation System - Dragoon's exterior patterning and coloration can be selected. Internal memory stores 24 different camouflage patterns (desert, urban, snow, etc) as well as flat black and olive drab coloration, selectable by the 'Borg. Observers are at -2 Awareness if the wearer remains still, -1 if they're moving (This bonus compounds for each 10 meters of distance between the wearer and the observer). See Militech Mirage Gear, Equipment section, page 28. *2*

Autoinjector - This is a small, refillable drug injector which can dose the brain with psychoactive drugs. Black Lace derivatives are a common choice. *1*

Ammo Hopper - This is a back-mounted ammo container with an electrically-powered belt feed. It can be modified to carry almost any type of ammo, and holds 20x the weapon's standard magazine capacity. *2*

Locator Beacon - a radio signal unit with a 100km range, because you want to protect your investment. *1*

IFF Transponder - This emits a coded, Identify Friend-or-Foe signal so that friendly patrols, smart mines, and air support won't mistake a Dragoon for the enemy. *0*

Satellite Link - This high-powered microwave communication system (which uses "rabbit ears" as antennae) allows communication with friendly satellites, giving instant access to battlefield data, intelligence, and updated orders. It also has a Global Positioning System which can pinpoint Dragoon's True Earth location to within 5m. *3*

Micro-Computer - An on-board fuzzy-logic subprocessor with capabilities equivalent to a pocket computer (see EBM PCX, Equipment section page 14). *2*

Shielding - Dragoon is fully protected against electromagnetic pulse, electrical surges and microwave attacks. *6*

TOTAL PACKAGE COSTS

EURODOLLARS: 120,000
HUMANITY COST: 42D6+3 (19D6+141)

OPTIONS FOR FULL BODY CONVERSIONS:

Full Borgs, by their very nature, have the advantage of being able to accept a wider variety of options than any enhanced human. These cyborgs can use any Cyberware mentioned in any of the rules: most Bioware and Organware would be superfluous, but all Cyberlimb, Optic and Audio Options, as well as other systems, are perfectly acceptable. The only limitations come from the potential humanity costs, and the number of option spaces the cyborg has. As a rule, all option components cost the minimum HC. Ex: Rippers (3D6) would cost 3 Humanity points. Any options added at the same time as the full body package (ie, it is included in the body at the time that the person's biosystems are implanted into it) have their minimized HC costs added together and broken into dice plus modifiers. Example: six 2-point options would total 12HC, so they would become 2D6HC. Options which are built into the body at a later time simply cost minimum HC, but they are not broken into dice values.

Stylization (Price varies): Most full body conversions are "standard" models, with no unique features to set them apart from another body of the same series. Since individuality is the essence of being cyberpunk, customization is a common occurrence among Full Borgs. Some are sculpted to look sleek and graceful, others are made more fearsome looking. Such stylization varies in cost, depending upon what the effect is. However, certain choices can affect skill rolls: a monstrous appearance might add +2 (or more) to Intimidation, while a smooth "sexy robot" appearance might actually give you a chance at a Seduction roll. Attractiveness really cannot be changed; Personal Grooming skill is a moot point, while Wardrobe and Style skill can simply be used as its own "Stat." (What, you thought Metalheads didn't wear clothes?)

Increased SP (2000eb, HC0): Monocrystalline matrices, latticed plating, chitin-ceramics, carbon polyalloys and other hybrid materials can all be employed to increase the overall Stopping Power of the cyborg's armor plating. Each +5 increase in the overall SP of the body (+5 to arms, legs, head and torso) costs 2000eb, adding 10lbs for +5SP, 25lbs for +10SP and 50lbs for +15. An overall SP of 40 is the maximum. SP must be applied to the body as a whole not just to specific parts.

Increased SDP (1500eb, HC0): Reinforced joints, denser myomars, metallic matrix materials and redundant construction can all contribute to increasing a cyborg's Structural Damage Points. Each +5 increase in the overall SDP of the body (+5 to arms, legs, head and torso) costs 1500eb,

adds 55 pounds, and may increase overall size slightly. Remember that the maximum is +20SDP.

Increased Stats (Cost varies, HC2): By hardwiring faster response times, replacing myomars with magnetic-powered hydraulics, and supercharging micromotors, the Borg's physical stats can be increased. Reflexes cost 2000eb per +1 (Maximum 15), MA costs 1500eb per +1 (1MA equals 3mpt/2mph, Maximum 25), and Body costs 1000eb per +1 (Maximum 20). Humanity cost is 2 per +1 increase in any stat.

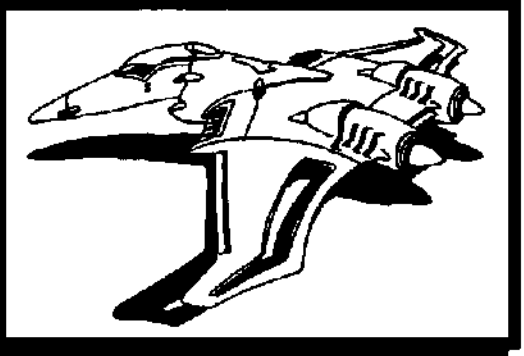
Shielding (2000eb, HC6): Placed internally, this "hardened" sheathing protects the cyborg from the effects of electromagnetic pulse, electrical surges, and microwave attacks. A very useful item, since one shot from a Techtronica M40 Pulse Rifle at close range is enough to turn the toughest Metalhead into the equivalent of a broken toaster.

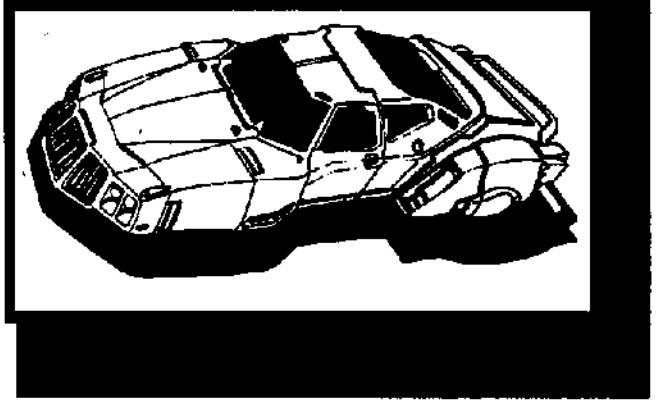
Quick-Change Mounts (200eb, HC2): All Full Borgs (except the Gemini) may purchase Quick-Change mounts for any or all of their limbs, as well as for their hands and feet. If an arm does not have a hand installed, that space may be used for some other option, and it becomes possible to install Rifles (2 spaces) and Heavy Weapons (3 spaces) in the limb. Keep in mind that your Humanity index will change depending upon what limb you have mounted. Don't even think about getting a Quick-Change Head, you poser.

Interchangeable Biopod (20,000eb, 18D6): This drastic option for full-body conversions allows the purchaser to effectively have an assortment of interchangeable bodies! When the transplant operation is performed, the patient's biosystem (the brain and the few organs which cannot be replaced) is not built into a cybernetic body; rather, the biosystem is placed in a compact life-support module. This Biopod (which is about two cubic feet in size) can then be interfaced with any cyborg body which has been fitted with the correct receptacle, thereby allowing the Biopod to be switched from body to body, depending on what duty it intends to perform. However, it can only be put in a cyborg body which was designed to accept an Interchangeable Biopod (these bodies cost the same amount as normal ones, but cannot be used by anything but a Biopod). When the Biopod is removed, it is often jacked into a braindance recording in order to provide stimulus for the brain while it waits for the next body to be prepped for installation. Those cyborgs who can afford it often buy human-looking bodies for everyday life, and also buy other bodies for their "work." Theoretically, it would be possible to place such a Biopod inside a specially-modified vehicle (or other non-humanoid body), thus granting the brain unmatchable versatility. However, the alien nature of these bodies would probably incur catastrophic humanity loss. An Interchangeable Biopod can only be bought at the time of the subject's transplant operation, and the Humanity Cost is 18D6 (rather than 16D6 for the basic Full Body Conversion); the humanity index will vary depending upon which body the Biopod is using. This is determined by the total HC of the body, less 16D6.

Longevity Module (15,000eb, HC1): This module, which can be installed in any full body conversion system, consists of an advanced medical computer (which functions like a Medscanner and Biomonitor), a chemical synthesizer, and a vast supply of free-roaming nanosurgeons. Once installed in the body of a cyborg, the Longevity Module monitors the status of the Borg's biosystems (ie, the brain and its few support organs) and maintains upkeep of their health. The nanosurgeons isolate local brain degeneration and stimulate deteriorating cells to regenerate. The medical computer diagnoses any illnesses or dysfunctions in the biosystems and synthesizes chemicals and catalyst enzymes to heal any problems. Although this system has not been on the market long enough to prove its full capabilities, it makes the cyborg all but immune to disease and will theoretically triple its lifespan (this based on computer projections). This is a popular choice among those who have a Gemini body.

VEHICLES





"Ares combat bike . . . A Nomad's dream. Rock 'n roll, babe!"

-Donya West, Demo-racer and Braindance Star

"A Punk's ride is an extension of his attitude. And we all know attitude is everything."

-Gil Myxx

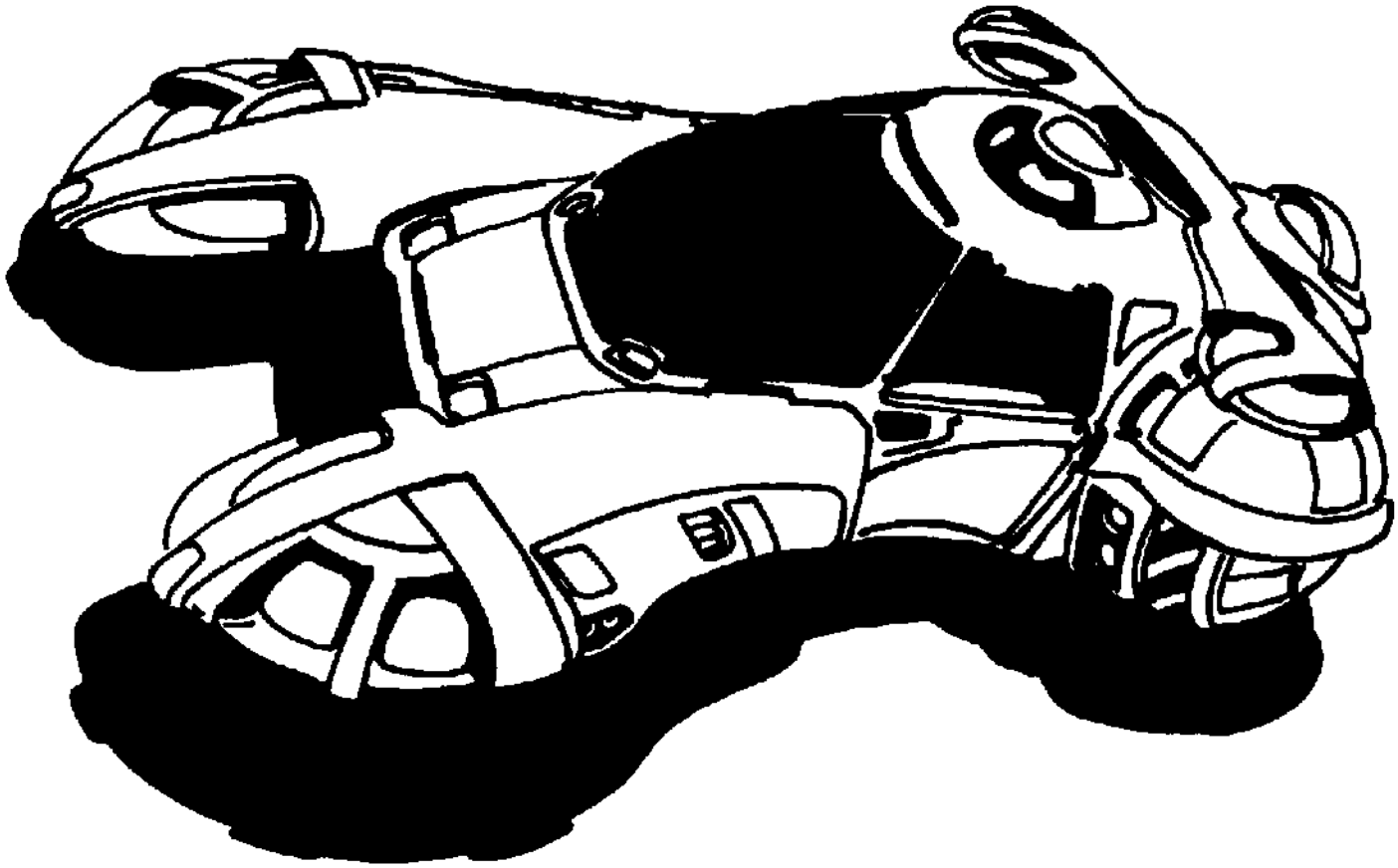
"Who cares what it looks like; how fast is it?"

-Jake Takada

AERODYNES

Aerodynes (vectored thrust vehicles) are airframes without lifting surfaces (wings or rotors) that can fly by virtue of vectoring jet engine thrust to counteract gravity. They are true Vertical Take-Off and Landing (VTOL) aircraft.

Aerodynes are a familiar sight in the *Cyberpunk 2.0.2.0.* universe, largely represented by the ugly, bulbous AV-4. There are drawbacks to their versatility: if an aerodyne is flipped on its side or back, it loses all lift and plummets until it can point its jets at the ground again. Aerodynes also use jet engines which produce lots of heat; heat that attracts IR-homing missiles in combat (including most SAMs). Finally, jet engines can't use alcohol fuel (the octane is far too low) and must use Avgas or Kerosene, expensive petrolium derivatives. Avgas is available at airports and other aerodyne/helicopter ports, and costs (2D6 x 10)+50 eb per gallon (70-170 eb/gallon).



AV-3 "AEROCOP"

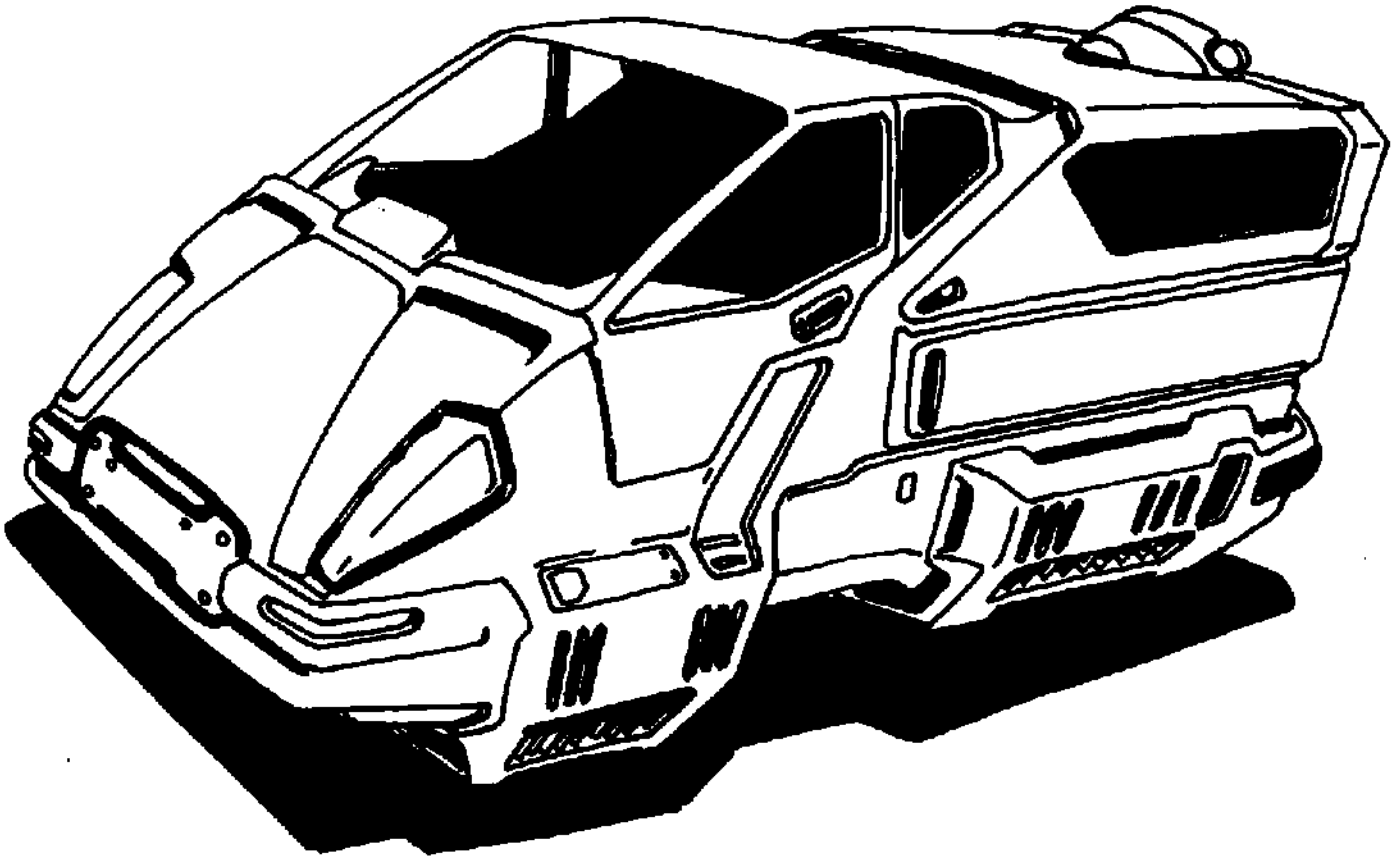
The AV-3 "Aerocop" (as it is known) is a familiar sight in any metropolitan area in the world. It is the standard for police departments the world over, with good armor, good performance, and versatility. The Aerocop functions just like a normal police car, except that it can fly as well as "roll".

The turret machinegun mount owes its existence to the AV-3's design concept as a military scouting vehicle. Rejected in favor of the all-purpose AV-4 and the assault AV-6, the AV-3 was then sold to police departments the world over. Some departments dismount the turret; others keep it, and even vary the weaponry from the standard machinegun to heavy machineguns, light autocannons and missiles. The AV-3 is possibly unique in that it has retained ground wheels for surface maneuvering, another legacy of military requirements that it be able to go to ground and operate in surface mode. This comes in very handy for police operating in areas where tall surface clutter precludes flight.

Maneuver Speed: 250 mph
Acc/Dec: 50 mph per phase
Top Speed: 350 mph
Fuel Efficiency: 1 mpg
Passengers: 5
Fuel Capacity: 300 gallons avgas
SDP: 50
Maneuverability: +1 to all rolls
SP: 20
Cost: 500,000 eb

Special Equipment: Radio, computer link to police headquarters, crash webbing (counts as 15 SP for passengers in crashes and collisions), ejection seats for front passengers (passengers then drift to ground on individual parachutes), secure back seat (20 SP armorplastic barrier between front and back seat), spotlight, police strobe lights, loudspeaker.

Game Notes: The AV-3 has a Maneuvering Speed of 60 mph, a Top Speed of 150 mph, Maneuverability of +0 to all rolls and Acc/Dec 10 mph per phase when on the ground.



THE FAMILY FLIER

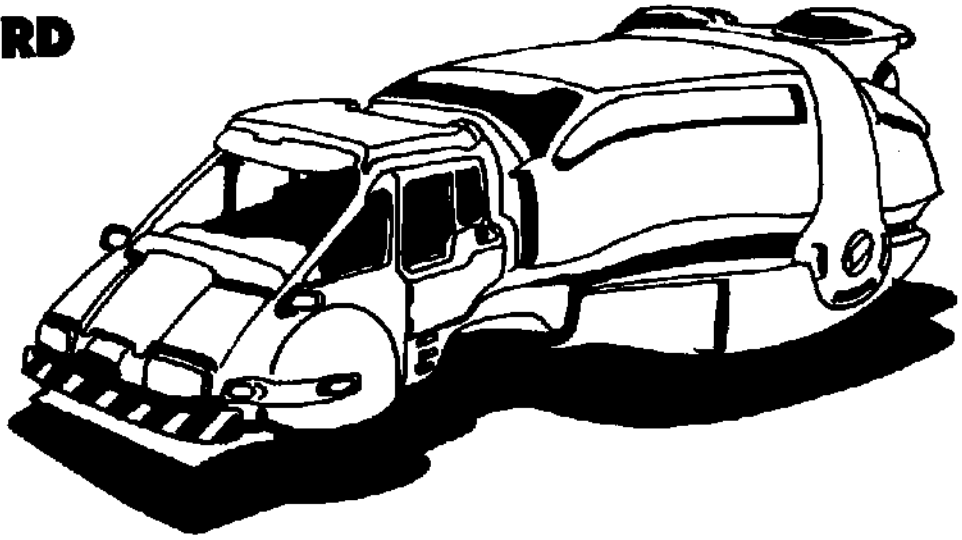
For years, the AV series has been the epitome of fast transport, a vehicle that can take off and land without the need of a runway and flit to its destination at aircraft speeds, avoiding ground clutter and traffic congestion. But it's always been beyond the reach of any but the most filthy rich.

No longer! VMW now introduces its new export model of their popular EEC military airjeep, the Family Flier. Priced to sell, the Family Flier is available to the middle-class family, at reasonable interest rates (10% APR). It's easy to fly, cheap to maintain, and has one of the highest fuel milage rates of any aerodyne on the market.The Family Flier: Safe, fast, inexpensive, convenient. Head on down to your VMW dealship today and take to the skies!

Maneuver Speed: 75 mph
Acc/Dec: 25 mph per phase
Top Speed: 150 mph
Fuel Efficiency:> 2 mpg
Passengers: 6
Fuel Capacity: 100 gallons avgas
SDP: 50
Maneuverability: -2 to all rolls
SP: 15
Cost: 5 0,000eb
Special Equipment: Crash bags for passengers (counts as SP20 for resisting crash and collision damage to passengers)..

Game Notes: The Family Flier is underpowered (thus its slow speed, sluggish maneuverability and high fuel efficiency). It can hold up to six people (including the driver) and another 100 kilograms of cargo in a cargo bay

THE NISSAN FORD FANMASTER



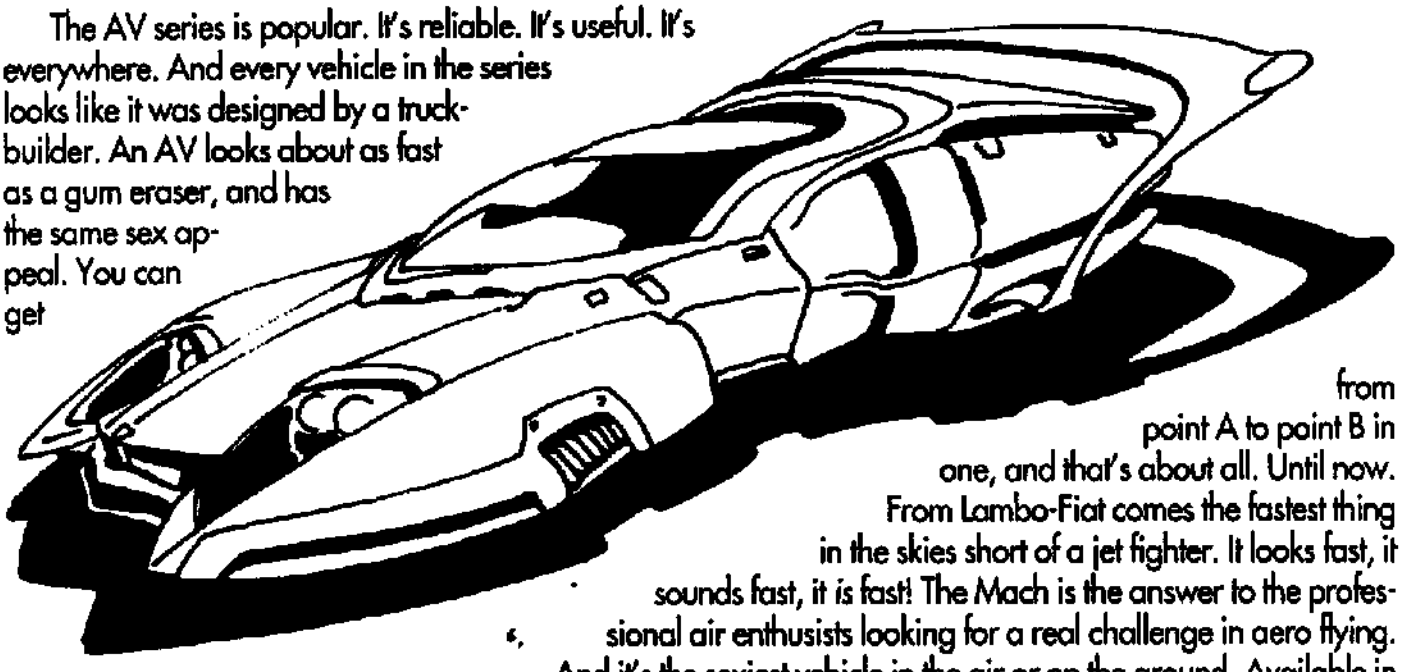
Can't afford avgas? Why not try a cheaper and more low tech alternative? The FanMaster is a common sight both in the city and outside city limits (especially in areas where roads are limited or non-existent). Its large cargo capacity, reliability and durability make this hovertruck the perfect vehicle for the outdoorsperson on the go, or for an intercity trip with the furniture.
Built to military suspension specifications, if you can get there on a hoverfan, the FanMaster will get you there! It's even fully amphibious!

Maneuver Speed: 25 mph
Acc/Dec: 12 mph per phase
Top Speed: 100 mph
Fuel Efficiency: 20 mph
Passengers: 3
SDP: 75
Fuel Capacity: 25 gallons CHOOH2
Maneuverability: -2 to all rolls
SP: 15
Cost: 20,000 eb

Special Equipment: The FanMaster can carry 750 kg of cargo in the back bed. Enclosed rear vans are available (add 2,000 eb to cost) for in-city vans and runaboats.
Game Notes: The FanMaster is also a fully amphibious, hoverfan vehicle (although it can't fly). As long as it is not carrying more than 250 kg of cargo, it can drive right into water and float. Its low-power fan blade system allows it to drive at 5 mph speed (Acc/Dec 1 mph per phase) overwater. Its maneuvering is terrible, though: -3 to all maneuvering rolls while in water.

THE MACH

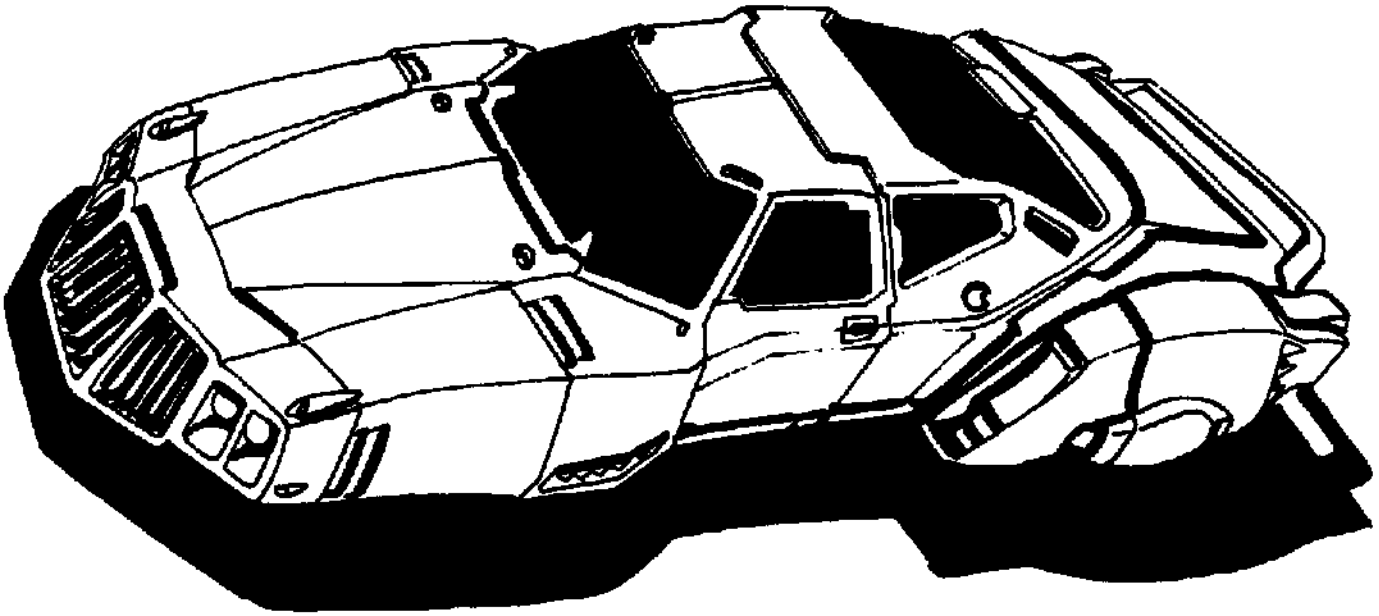
The AV series is popular. It's reliable. It's useful. It's everywhere. And every vehicle in the series looks like it was designed by a truck-builder. An AV looks about as fast as a gum eraser, and has the same sex appeal. You can get from point A to point B in one, and that's about all. Until now. From Lambo-Fiat comes the fastest thing in the skies short of a jet fighter. It looks fast, it sounds fast, it *is* fast! The Mach is the answer to the professional air enthusists looking for a real challenge in aero flying. And it's the sexiest vehicle in the air or on the ground. Available in black with red interior or red with black interior.



Maneuver Speed: 200 mph **Acc/Dec:** 150 mph per phase **Top Speed:** 500 mph
Fuel Efficiency: 1 mpg **Passengers:** 2 **Fuel Capacity:** 300 gallons avgas
SDP: 40 **Maneuverability:** +2 to all rolls **SP:** 10
Cost: 650,000 eb

Special Equipment: Autopilot and computer navigation systems can fly the car to any destination, as long as the destination is programmed into the computer and satellite navigation systems can be accessed. The autopilot makes all manuevers at skill Pilot (Vector Thrust) 5. The Mach comes equipped with top quality compact audio and video entertainment systems.

Game Notes: The Mach is a very unforgiving aircraft. Unless the pilot has a Pilot (Vector Thrust) skill of 5+, the Mach's maneuverability drops from +2 to all rolls to -5 to all rolls.



THE SWAN

For the executive on the go, who doesn't want to bother with the pressures of traffic, road repairs, and obscene interest payments, the aircraft and automotive manufacturers of Scandinavia offer the Swan. Performance, high speed, maneuverability, reliability and safety combined with a look that says "You're a success."

The Swan is equipped with the latest in autopilot and computer navigation systems, as well as the top of the line in safety and control equipment. The Swan. Elegance, dependability, and performance.

Maneuver Speed: 100 mph **Acc/Dec:** 50 mph per phase **Top Speed:** 200 mph
Fuel Efficiency: 1.5 mpg **Passengers:** 3 **SDP:** 65
Fuel Capacity: 300 gal. avgas **Maneuverability:** -1 to maneuver rolls **SP:** 20
Cost: 200,000 eb

Special Equipment: Crash bags and restraint equipment for passengers (counts as SP 40 to passengers in case of crash or collision). Autopilot and computer navigation systems can literally fly the Swan to any destination, as long as the destination is programmed into the computer and satellite navigation systems can be accessed. The autopilot makes all manuevers at skill Pilot (Vector Thrust) 5. If the Swan suffers control loss, compensator systems add +5 to Pilot die rolls to regain control. The Swan can carry 100 kg of cargo if the third passenger is not carried.

GROUND CARS

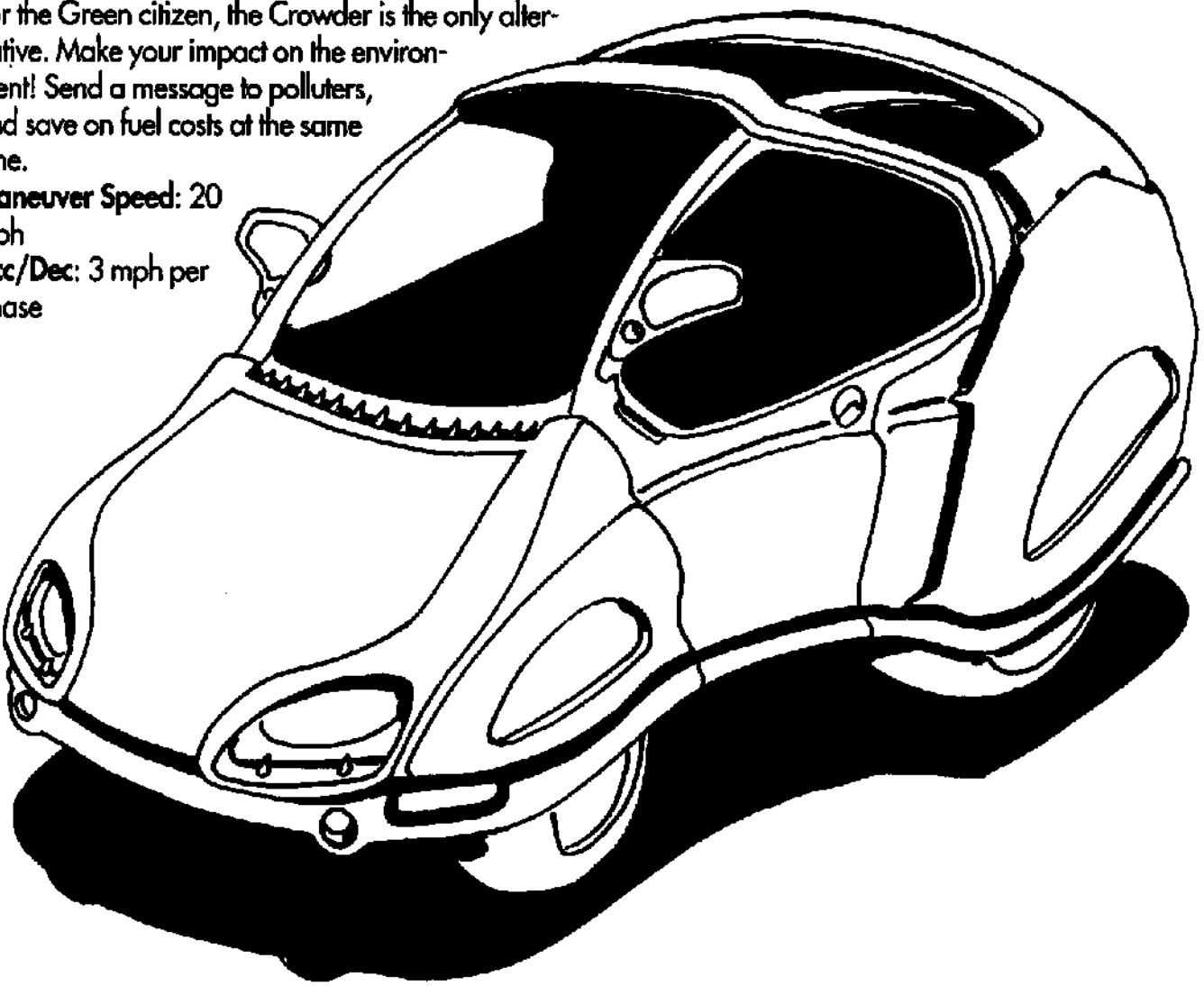
Most ground cars are simple devices very much like those available in the late 20th Century. They almost always have digital readouts and heads-up displays projected onto the windshields, and all-wheel drive/steering. And they almost always run on CHOOH2 alcohol fuel, or electrical storage/flywheel systems.

THE CROWDER

The New American Motors Crowder is one of the most popular electric citycars in North America, and is even made by license overseas (Japan being the country with the next largest quantity of Crowders).The Crowder's popularity over its closest rival, the Honda Metrocar, comes from its electrical power system. Electricity is available almost anywhere, at a lower cost than CHOOH2. A Metrocar fillup with CHOOH2 costs about 15 eb, while a Crowder recharge costs only 10 eb in most cities where electricity is readily available.

For the Green citizen, the Crowder is the only alternative. Make your impact on the environment! Send a message to polluters, and save on fuel costs at the same time.

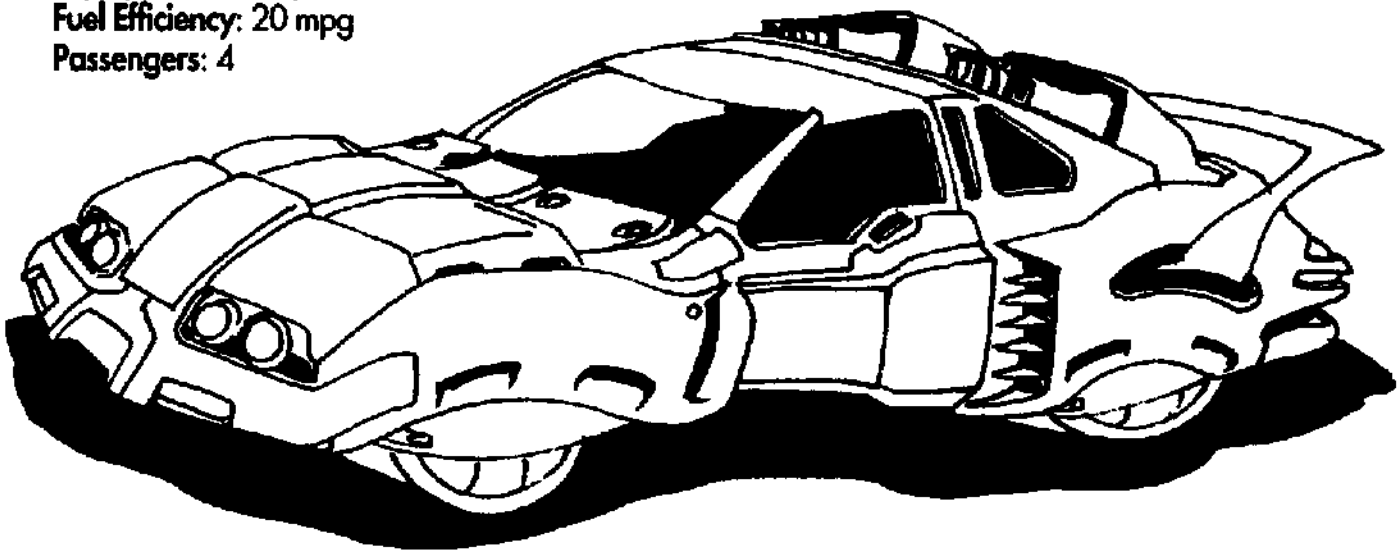
Maneuver Speed: 20 mph
Acc/Dec: 3 mph per phase
Top Speed: 40 mph
Fuel Efficiency: 1 hour per power unit
Passengers: 2
Fuel Capacity: 5 power units
SDP: 25
Maneuverability: -1 on all rolls
SP: 10
Cost: 3,000 eb
Game Notes: The Crowder takes 1 hour per power unit to charge when connected to at least a 220-volt power output. A regular 110-volt house power plug charges the battery in 10 hours.



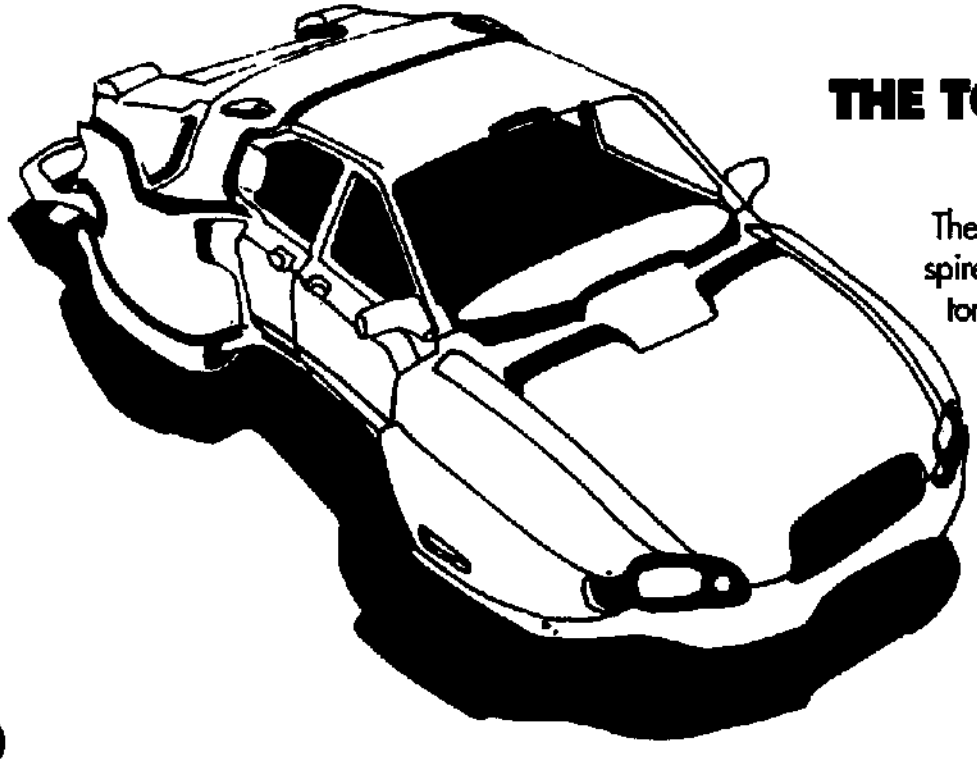
THE MAX INTERCEPTOR

Used by intercity police the world over! Faster than anything but an aero, tougher than anything but a tank, with the acceleration to make it count and the endurance to maintain long-range high-speed chases, the Max Interceptor is now available to the public. Official chase car of the United States Highway Marshals.

Maneuver Speed: 50 mph
Acc/Dec: 12 mph per phase
Top Speed: 180 mph
Fuel Efficiency: 20 mpg
Passengers: 4



Fuel Capacity: 40 gallons CHOOH2 **SDP:** 60 **Maneuverability:** +1 on all rolls **SP:** 15
Cost: 40,000 eb
Special Equipment: Police radio, satellite uplink for onboard computer, fire extiguisher, crash webbing (counts as 15 SP for passengers in crashes and collisions), secure back seat (20 SP armorplastic barrier between front and back seat), spotlight, police strobe lights, loudspeaker. **Game notes:** Sometimes this car is armed with a machinegun turret like the AV-3 "Aerocop."



THE TOYO-CHEVROLET '17 CHEVY

The '17 Chevy is possibly the least inspired automobile in the history of automobiles. It is virtually a copy of every selling feature seen on every rival passenger sedan on the market. Intended as a marketing ploy, the imitation instead made the '17 Chevy nearly invisible; it has no distinct look that sets it apart from *any* of its competitors.

Maneuver Speed: 30 mph
Acc/Dec: 3 mph per phase

Top Speed: 90 mph
Fuel Efficiency: 30 mpg
Passengers: 4
Fuel Capacity: 10 gallons CHOOH2
SDP: 50
Maneuverability: +0 to all rolls
SP: 10
Cost: 10,000 eb

Game Notes: The '17 Chevy (and its competitors) can haul 150 kg of cargo in addition to its passengers. If not carrying cargo, it can haul up to 5 passengers (provided that the three in the back are very friendly with one another).

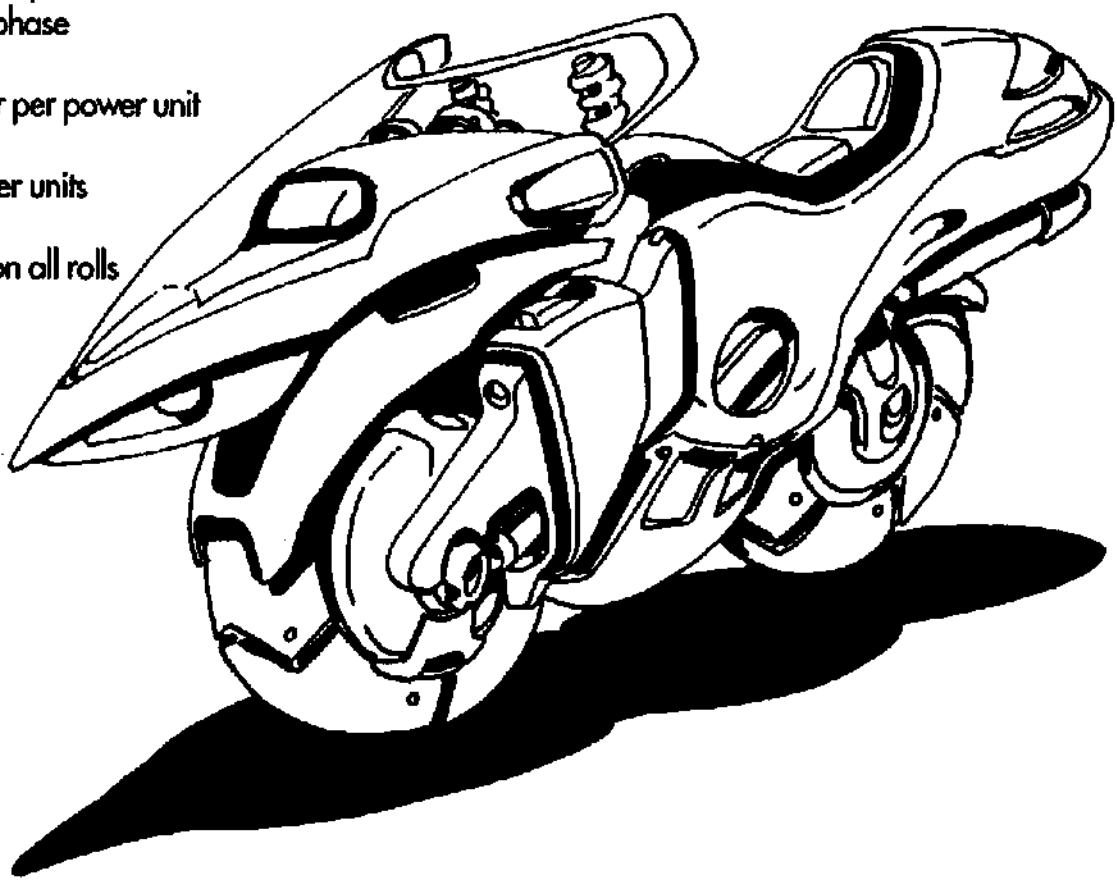
MOTORCYCLES

Ever popular with the younger crowd, in the year 2020 sometimes a good cycle is all the transport you can afford. Still, a cycle isn't a bad option — it gets great gas mileage, is easy to maintain, and looks cool. And, after all, isn't image what life is all about?

THE ASHIGARU

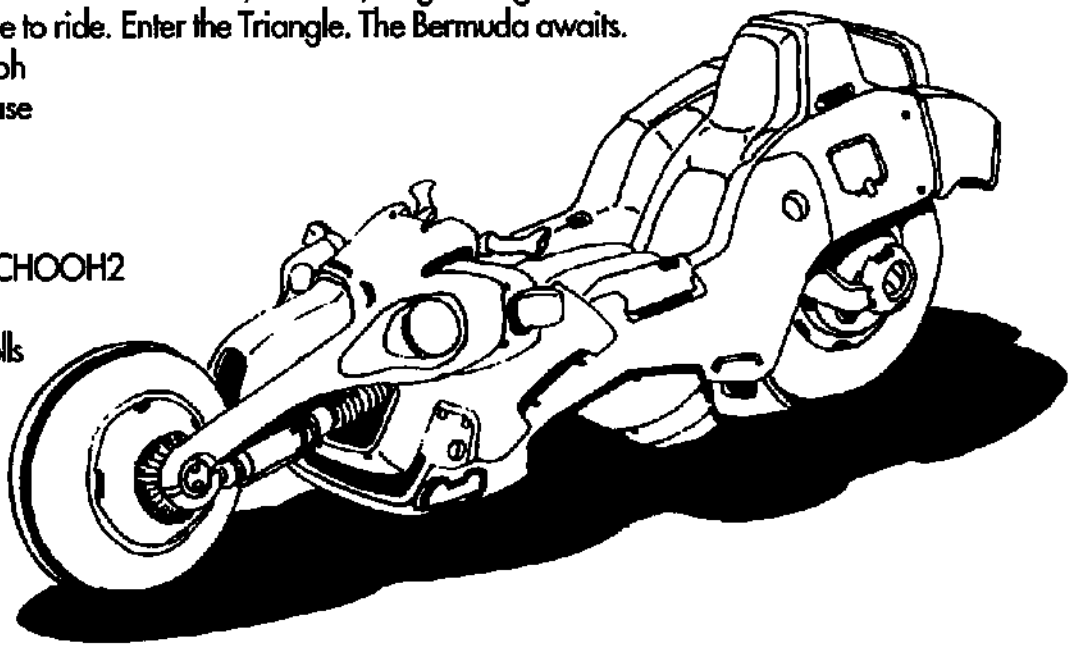
The Mitszuzuki Ashigaru is just the thing for the city rider. Classic lines, clean handling, and the bonus of electrical power make the Ashigaru the perfect city transport, with enough speed to get you where you're going and enough acceleration to get you out of trouble, fast.

Maneuver Speed: 30 mph
Acc/Dec: 4 mph per phase
Top Speed: 70 mph
Fuel Efficiency: 1 hour per power unit
Passengers: 1
Fuel Capacity: 8 power units
SDP: 20
Maneuverability: +1 on all rolls
SP: 0
Cost: 1,750 eb
Special Equipment: The Ashigaru can carry 25 kg of cargo in its cargo boot.



THE BERMUDA

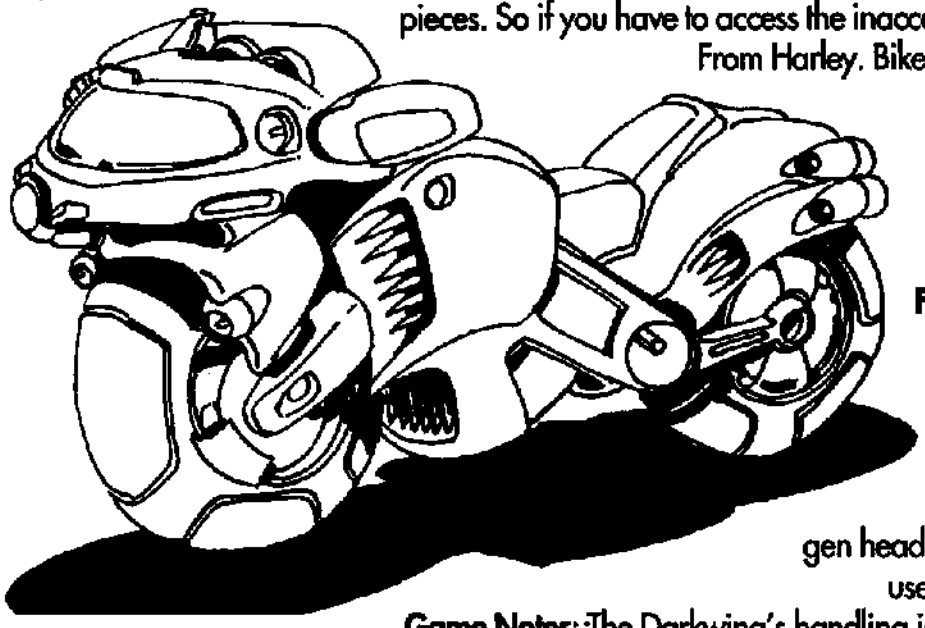
Bermuda, home to the most dangerous triangle on the high seas. Only fitting that it lend its name to the most dangerous triangle on the roads. The Delta Motors Bermuda is a new concept on the roads—a tricycle instead of a bike. Faster, more maneuverable, steadier, longer-ranged and just plain more comfortable to ride. Enter the Triangle. The Bermuda awaits.



Maneuver Speed: 45 mph
Acc/Dec: 4 mph per phase
Top Speed: 155 mph
Fuel Efficiency: 60 mpg
Passengers: 1
Fuel Capacity: 5 gallon CHOOH2
SDP: 40
Maneuverability: +2 all rolls
SP: 0
Cost: 3,000 eb
Special Equipment: CB radio. The Bermuda can be fitted with a special seat to allow carrying 100 kg of cargo, or another passenger. This modification costs an additional 200 eb.
Game Notes: The Bermuda functions as well off-road as it does on pavement.

THE DARKWING

The Darkwing is Harley's latest entry into the off-road cycle market. It's not as fast as a Shiva, nor does it haul as much as a Thundergod. It doesn't *have* to be that fast, or haul that much. Because the Darkwing will go anywhere you can take it. It'll go places a tank can't get to, and brave country that will have any other bike in pieces. So if you have to access the inaccessible, get on the Darkwing and go! From Harley. Bikes built for Americans, by Americans.



Maneuver Speed: 30 mph
Acc/Dec: 3 mph per phase
Top Speed: 100 mph
Fuel Efficiency: 75 mpg
Passengers: 1
Fuel Capacity: 5 gallon CHOOH2
SDP: 35
Maneuverability: +3 when off-road
SP: 5
Cost: 4,500 eb
Special Equipment: CB radio, halogen headlights. Can be outfitted for cybernetic use at a cost of an additional 1,000 eb.
Game Notes: The Darkwing's handling is only fair on pavement. Off-road, in dirt, sand, mud and other similar conditions, all maneuvering rolls are +3 with the Darkwing. Darkwings have been used by military organizations, and are armed with fixed-forward SAW light machineguns (treat as a Ronin Light Assault rifle with #Shots as 150) and a rear-firing smoke projector.

AIRCRAFT AND MINI-JETS

Most aircraft are limited to airports in order to support their long takeoff and landing requirements. There are a number of VTOL aircraft that don't have this problem. Ospreys and their tilt-jet cousins operate from building roofs, helipads and other restricted areas. They can't go places that an aerodyne can, but they can usually go farther.

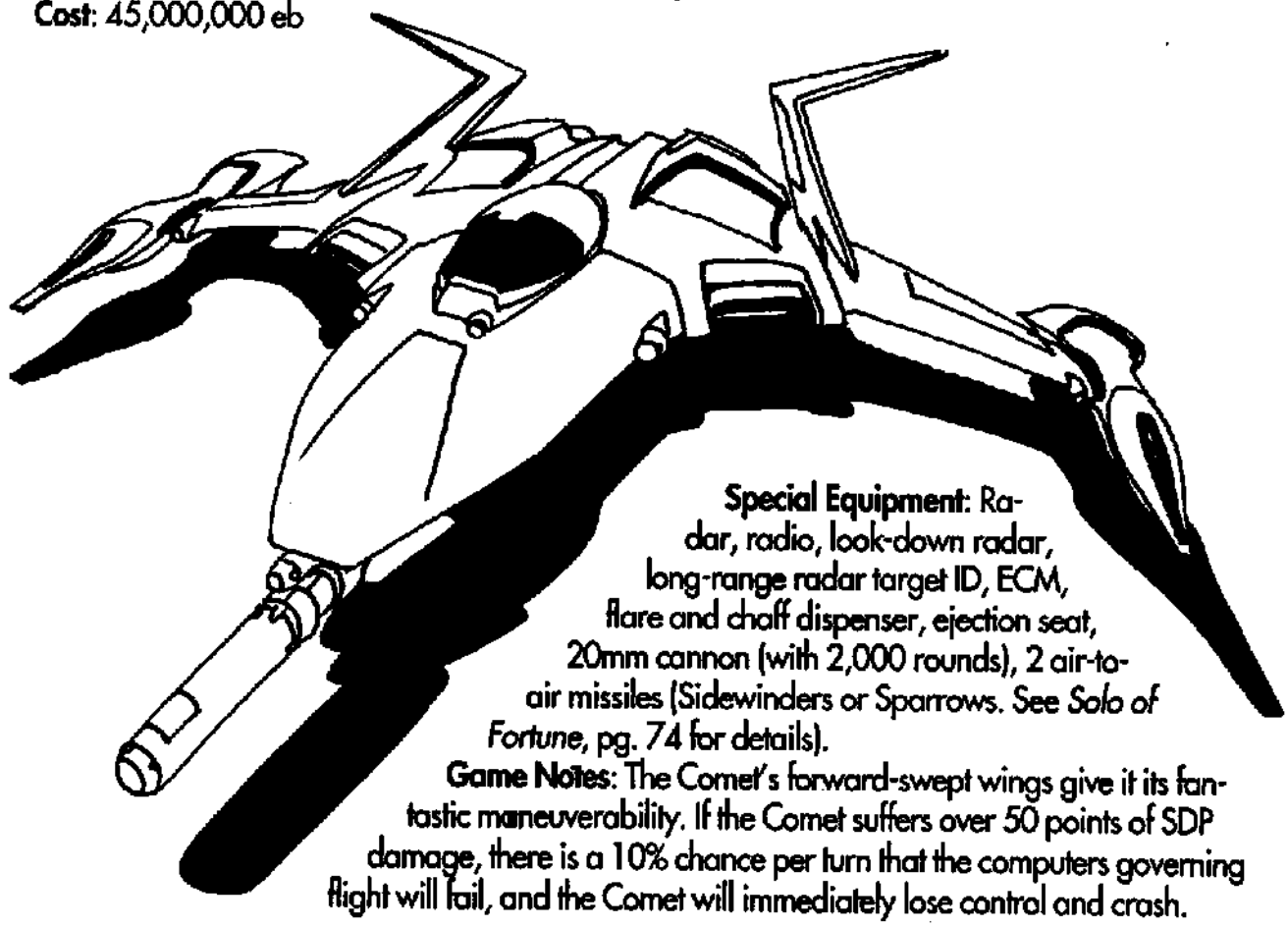
Unfortunately for the prospect of Everyman owning a tilt-plane, the high power requirements of this method of flight require jets or jet-engine power, meaning that these aircraft (again) use some varient of Avgas for fuel.

Some of the vehicles listed below (Wasp & Comet), belong to a special category known as **minijets**. Since even governments find it difficult to stockpile enough jet fuel to operate the fuel-gobbling monsters of old. most corporate armies don't use full-sized jet fighters. Instead, smaller is better—small jets can carry lethal weaponry, are more maneuverable, and use less fuel.

GD F-36 COMET

General Dynamics introduces the Comet. Faster than the Wasp, more maneuverable than the Wasp, better than the Wasp. Ride the wave of the future; leave the insects behind and rocket to the skies!

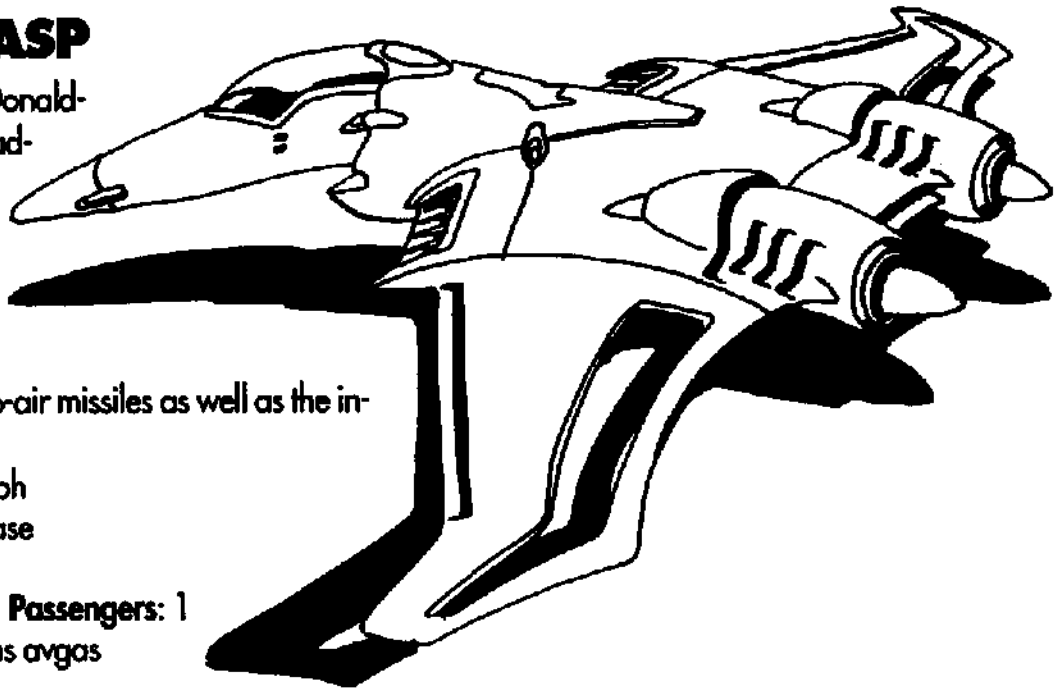
Maneuver Speed: 625 mph
Acc/Dec: 15 mph per phase
Top Speed: 1,400 mph
Fuel Efficiency: 1 mpg
Passengers: 1
Fuel Capacity: 500 gallons avgas
SDP: 175
Maneuverability: +10 to all rolls
SP: 20
Cost: 45,000,000 eb



Special Equipment: Radar, radio, look-down radar, long-range radar target ID, ECM, flare and chaff dispenser, ejection seat, 20mm cannon (with 2,000 rounds), 2 air-to-air missiles (Sidewinders or Sparrows. See *Solo of Fortune*, pg. 74 for details).

Game Notes: The Comet's forward-swept wings give it its fantastic maneuverability. If the Comet suffers over 50 points of SDP damage, there is a 10% chance per turn that the computers governing flight will fail, and the Comet will immediately lose control and crash.

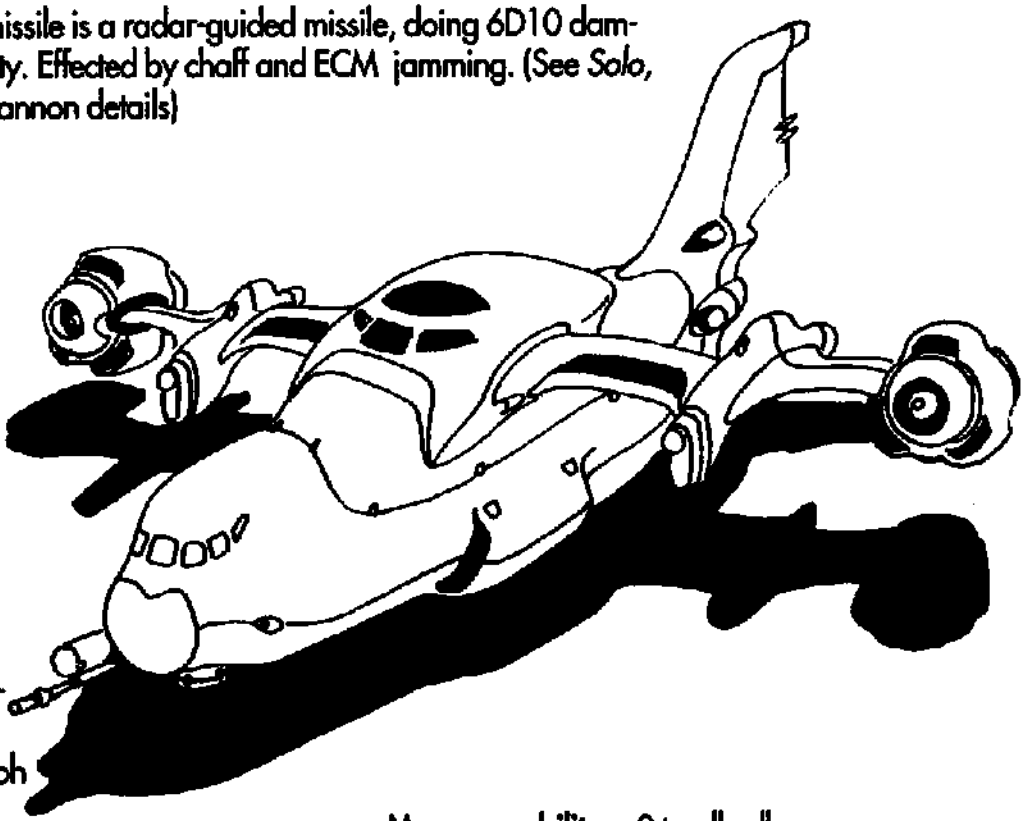
MDD F-33 WASP



The F-33 Wasp is MacDonald-Douglass' current market leader in fast interceptors. Weighing in at a mere 6,800 kg, the Wasp can reach Mach 1.8, has an extended range of 1,000 miles, and carries four air-to-air missiles as well as the internal gun.

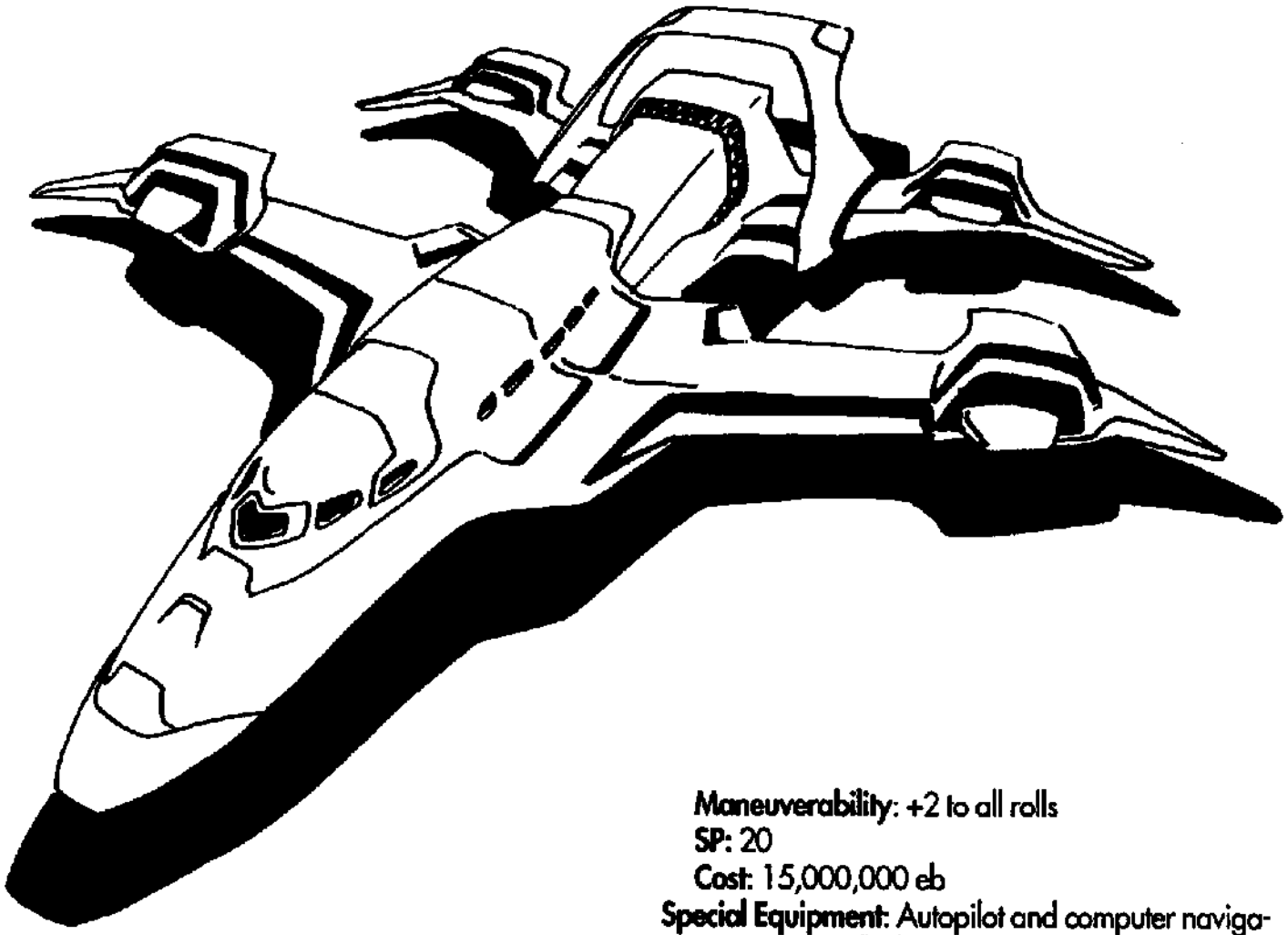
Maneuver Speed: 550 mph
Acc/Dec: 15 mph per phase
Top Speed: 1,250 mph
Fuel Efficiency: 1.5 mpg **Passengers:** 1
Fuel Capacity: 670 gallons avgas
SDP: 250 **SP:** 20
Maneuverability: +3 to all rolls
Cost: 35,000,000eb
Special Equipment: Radar, radio, ECM, chaff and flare dispenser, look-down radar, long-range radar target ID, ejection seat, 30mm cannon (with 1,000 rounds), 4 air-to-air missiles (either Sidewinders or Sparrows, or a mix of both).
Game Notes: The Sparrow missile is a radar-guided missile, doing 6D10 damage, with a 90% hit probability. Effected by chaff and ECM jamming. (See *Solo*, pg. 74, for Sidewinder and cannon details)

THE FED-BOEING FALCON



Swooping from the sky like its namesake, the Falcon stoops to deliver its cargo rather than slashing its prey. Fed-Boeing is proud to supply the world with this fine transport, continuing the line of top-quality Fed-Boeing aircraft.

Maneuver Speed: 100 mph
Acc/Dec: 10 mph per phase
Top Speed: 300 mph
Fuel Efficiency: 5 mpg
Passengers: 10
Fuel Capacity: 150-gallon avgas
SDP: 100
Maneuverability: +0 to all rolls
SP: 10
Cost: 1,250,000 eb
Special Equipment: Radar, long-range radio.
Game Notes: The Falcon needs at least 30 meters of open space to land or take off.



GD HUMMINGBIRD

Airships are too slow. Aerodynes don't have the range. Passenger scramjets just too expensive — after all, you're just going across the country, not LEO. So what can get you there when you absolutely, positively have to be there in a few hours?

The Hummingbird can. Combining the virtues of winged speed with tilt-wing vectored thrust, the Hummingbird can land on a helipad, and take off from one* as well. Fast, agile, comfortable ... That's the Hummingbird.

*With catapult assist.

Maneuver Speed: 300 mph
Acc/Dec: 10 mph per phase
Top Speed: 600 mph
Fuel Efficiency: 0.75 mpg
Passengers: 10
Fuel Capacity: 1,000 gallons avgas
SDP: 100
Maneuverability: +2 to all rolls
SP: 20
Cost: 15,000,000 eb

Special Equipment: Autopilot and computer navigation systems can fly the craft to any destination, as long as the destination is programmed into the computer and satellite navigation systems can be accessed. The autopilot makes all manuevers at skill Pilot (Vector Thrust) 5. Mini-computer (see the Laptop computer in *Cyberpunk 2020*), a wet-bar, complete environment control, cellular visiphone, satellite uplink, telefax, radio, television, document shredder, fire extinguisher, radar, thermographic sensors, radar detector, laser detector and on-board ECM systems (see *Solo of Fortune* for details).

Game Notes: The Hummingbird is a tilt-wing, not a tilt-engine design. It is actually a very short Short Take-Off and Landing (STOL) aircraft. Landing it without a runway is a Difficult task; the airplane's size requires a minimum of a 20 meter radius to land it without harming the wing-mounted engines. The Hummingbird requires a150 by 40 meter runway, or a catapult assist to take off. A crazed pilot could take off from a skyscraper roof, by taxiing over the edge and plummeting to gain speed! This is a Very Difficult task, and requires at least 100 meters of fall to build up speed.

LOCKHEED-CESSNA PINTO

There's a target on the ground. The jet fighters whizz past at 400+ miles per hour, firing. Missed! Not enough fire to take it out; the jet went by too fast. Call in the gunships! Oops, they're not fast enough to make it to the target zone in time. When a jet is too fast, and a helicopter is too slow, and an AV is too vulnerable, you have to turn to the old standby: The prop plane.

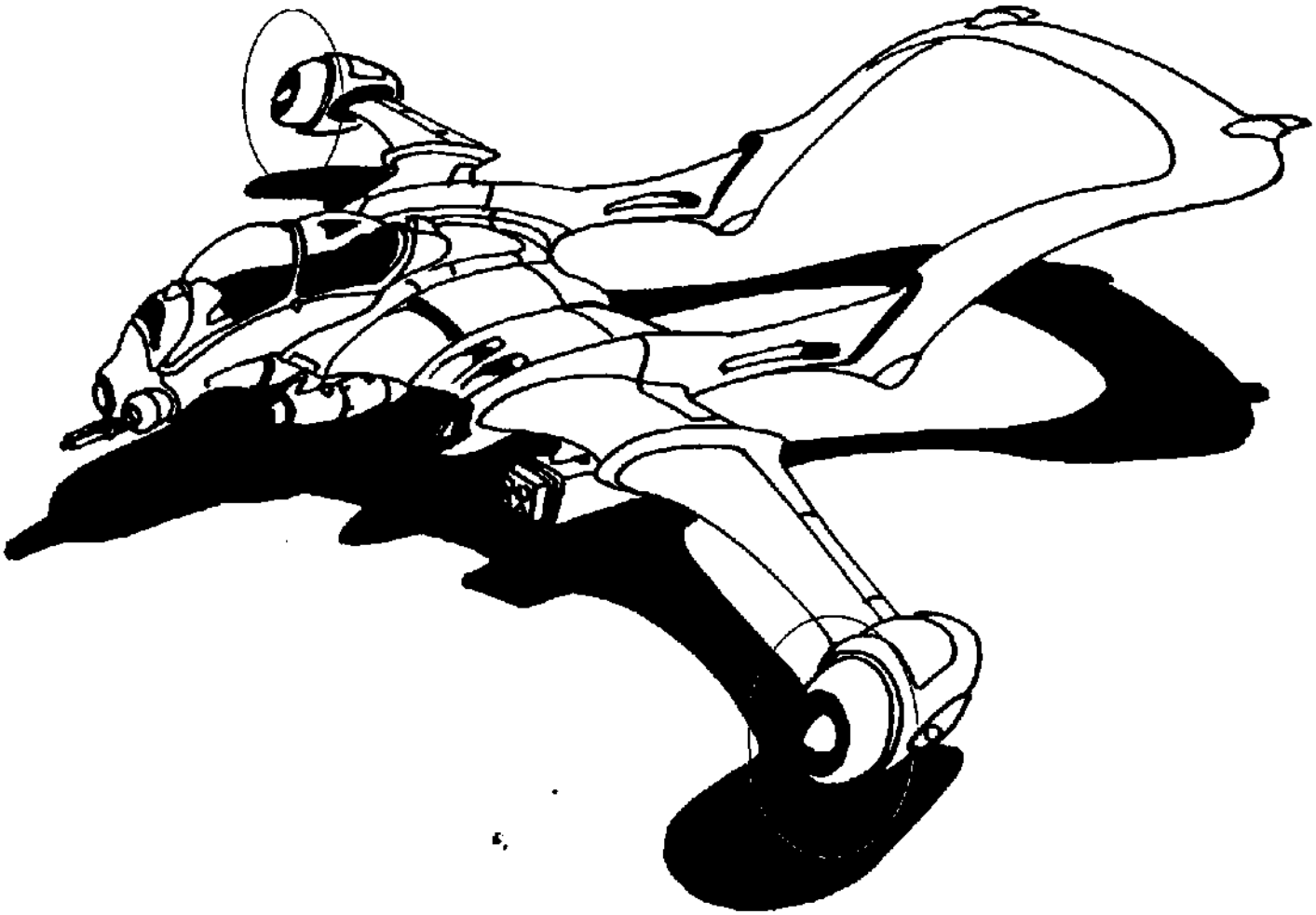
The Pinto is a STOL weapons platform. It has the speed to get to the target area, the rough-landing capability to lurk on the ground behind the lines, waiting for action, and the loiter time to hover around the battlefield.

The Pinto. It's not another one-trick pony.

Maneuver Speed: 200 mph
Acc/Dec: 5 mph per phase
Top Speed: 450 mph
Fuel Efficiency: 3 mpg
Passengers: 4
Fuel Capacity: 500 gallons avgas
SDP: 150
Maneuverability: +2 to all rolls
SP: 20
Cost: 10,500,000 eb

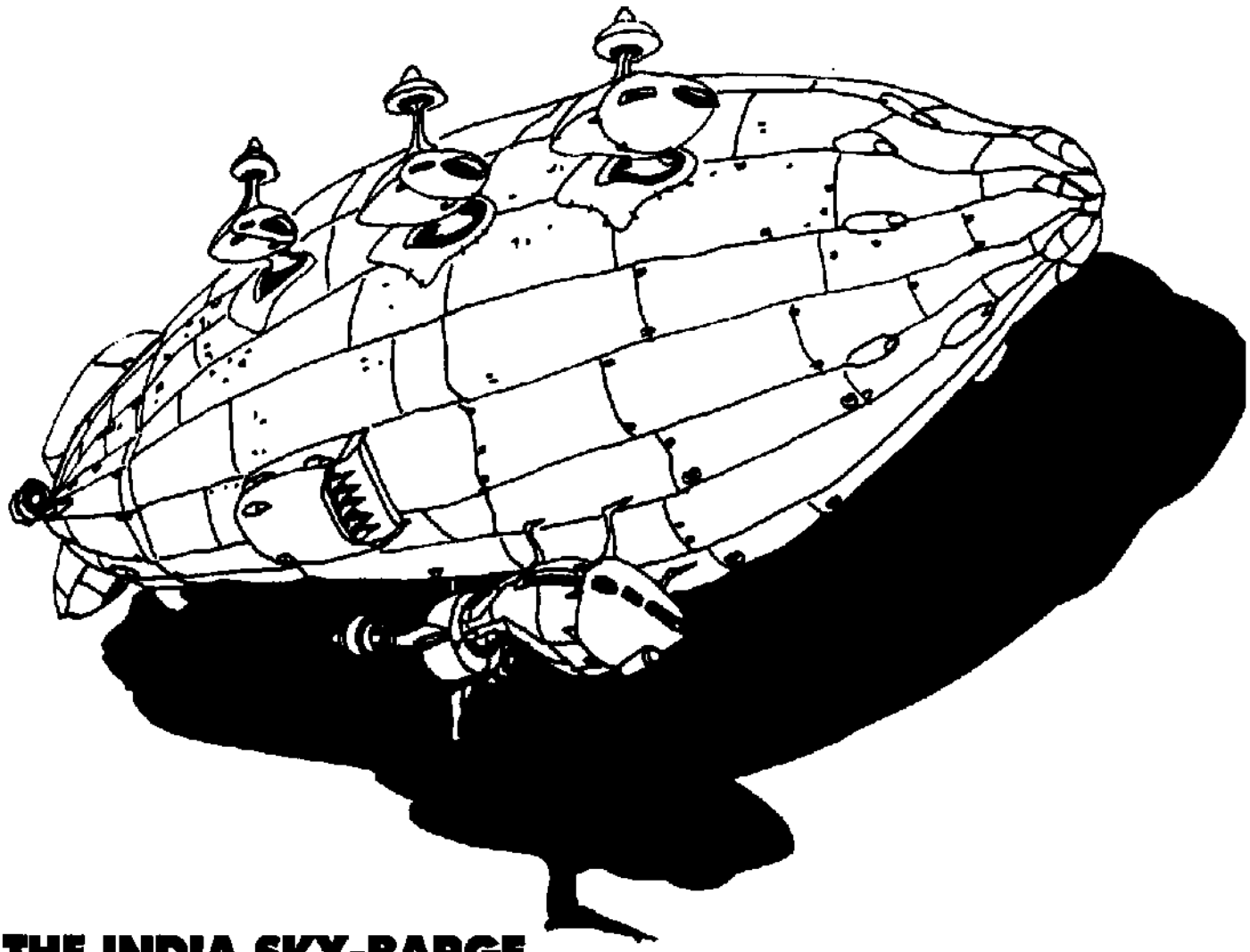
Special Equipment: Radio, radar, thermographic vision, painting laser rangefinder, ejection seats, chaff and flare dispenser, ECM, two 20mm cannons fixed forward (each has 2,000 rounds. See *Solo*, pg. 74). The Pinto can carry 1,400 kg of ordnance.

Game Notes: The laser rangefinder can guide Hellfire missiles (*Solo*, pg. 74) and other laser-guided munitions. It also gives a +3 to cannon fire at Long and Extreme ranges. Ordnance weights: Hellfire missile 45 kg, 7-shot rocket pod 250 kg, 19-shot rocket pod 650 kg, Sidewinder missile 85 kg, bombs as per weight (115, 230, 340 or 455 kg). Bombs do explosive damage equal to 1D10 per kilogram of bomb weight with a radius of 1 meter per 10 kg, rounded down, of bomb weight. There is a further blast radius of 1 meter per 5 kg, rounded down, of bomb weight, where the bomb does 1D10 damage per 5 kg of bomb weight.



AIRSHIPS

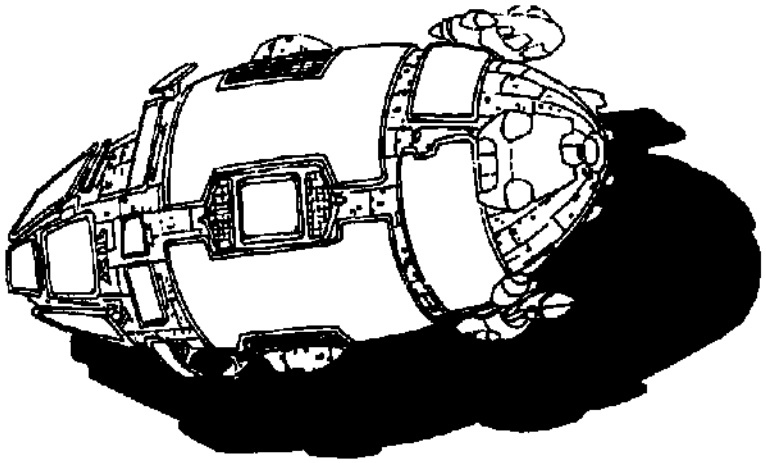
With the price of aviation fuel so high, the jetliners that roamed the skies of the 20th Century are gone. In their place are the slower, quieter, more dignified lighter-than-air airships. Filled with helium, fueled by CHOOH2, these mammoth fliers drift across the world, conveying people and cargo without effort. And since they've got so much more cubic space when compared to airliners, they can afford luxuries for the passengers. You may not get there as fast on an airship, but you'll enjoy the ride!



THE INDIA SKY-BARGE

Cargo-hauler *par excellance*. With the Sky-Barge, you can fly over the countryside, without having to brave the anarchy of the unsupervised country or endure the poor road system running from city to city. Rated at over 150 metric tons, the Sky-Barge is the cheap answer to moving goods.

Maneuver Speed: 30 mph
Acc/Dec: 1 mph per phase
Top Speed: 60 mph
Fuel Efficiency: 0.33 mpg
Passengers: 6
Fuel Capacity: 3,000 gallons CHOOH2
SDP: 750
Maneuverability: -3 to all rolls
SP: 0
Cost: 10,000,000eb
Special Equipment: Radio, radar. The Sky-Barge can haul up to 150 metric tons at full speed. It can haul up to 250 tons at a top speed of 45 mph.

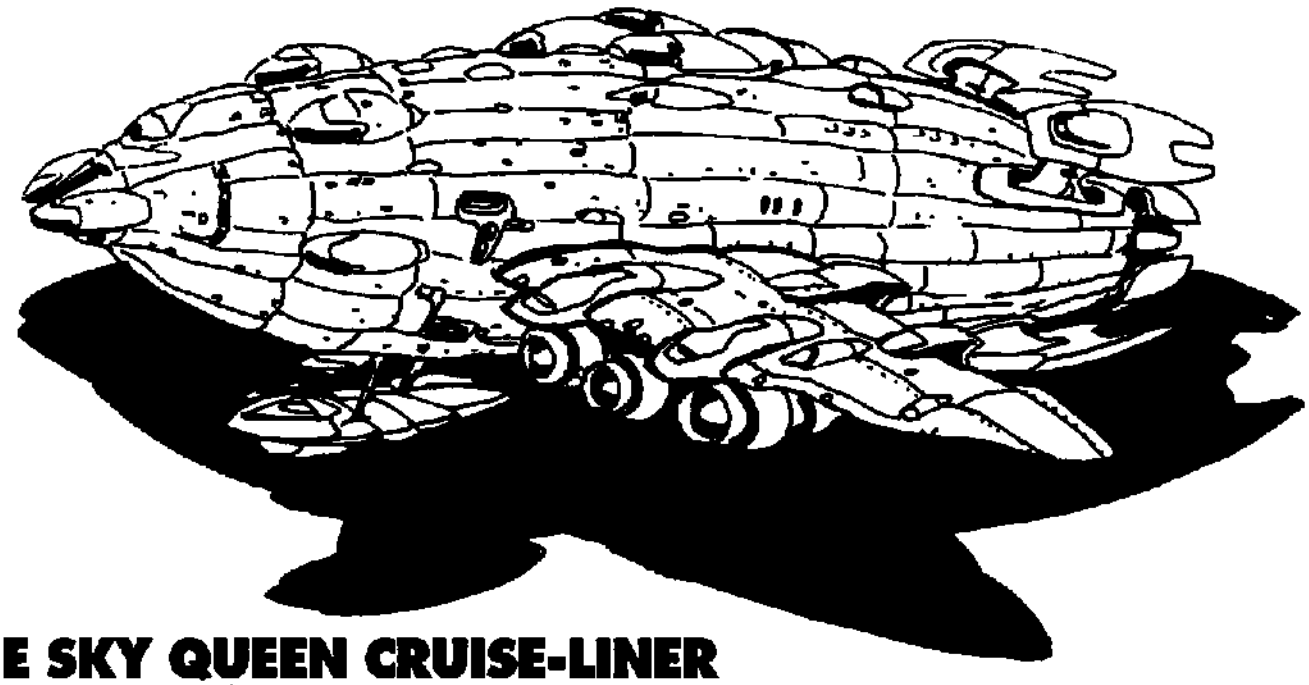


THE "MADISON AVENUE" ADVERTBLIMP

Madison Avenue, once the hub of North American advertising. This remote-controlled LTA vehicle is a tribute to that stretch of street. A flying billboard, the "Mad Ave," as it's known, is the perfect attention-getter. Its video screens are fully programmable from any computer that can run the software (software included with purchase), and the blimp can be set for pre-programmed routes or directly guided with a joystick and video monitor.

Maneuver Speed: 15 mph
Acc/Dec: 1 mph per phase
Top Speed: 35 mph
Fuel Efficiency: 1 mpg
Passengers: 2
SDP: 500
Fuel Capacity: 500 gallons CHOOH2
Maneuverability: -3 to all rolls
SP: 0
Cost: 2,500,000 eb

Special Equipment: Video cameras, spotlights, 6 meter by 12 meter electronic projection screens.
Game Notes: In a pinch, two people can squeeze into the emergency cockpit and fly the vessel.



THE SKY QUEEN CRUISE-LINER

The Dayton Sky-Queen, regal ruler of the North American skies. Comfort, safety and convenience in trans-continental transport. Fly the floating skies with the Sky-Queen!

Maneuver Speed: 40 mph
Acc/Dec: 1 mph per phase
Top Speed: 100 mph
Fuel Efficiency: 0.25 mpg
Passengers: 170
SDP: 1,000
Fuel Capacity: 8,000 gallons CHOOH2
Maneuverability: -1 to all rolls
SP: 0
Cost: 20,000,000 eb

Special Equipment: Radio, radar, ECM, flare and chaff dispenser, sleeping accomodations for 150, 3 bars, 2 restaurants, crew compartment for 20, 37.5 metric tons cargo capacity, 6 Sidewinder AA missiles (*Solo*, pg. 74).
Game Notes: The Sky-Queen usually cruises at 60 mph, taking approximately one full day to go from coast to coast. The high SDP rating reflects the difficulty of downing the compartmented, self-sealing gasbag.

EXOTICS

Exotic: **Foreign; having the charm of fascination or the unfamiliar; strangely beautiful; enticing.** ***Slang:*** **A human biosculpted with nonhuman elements: fur, long fangs, tails, etc.**

In the world of 2020, practically anything is available—for a price. With sophisticated plastic surgery techniques, a person can have his or her appearance changed to nearly any specification. Bodysculpting is popular, relatively inexpensive and available on a "while you wait" basis.

So what do the wealthy do to show that they're wealthy? Once upon a time, plastic surgery was a symbol of the filthy rich. Now it's *passe'*. A new line of bodysculpting is available for those with the euro. Why bother being one of the beautiful people when you don't have to be "people" at all?

Biotechnica is proud to unveil its new line of Bioexotics™. With nanosurgery, cloning, gene matching and grafting, there's nothing you can't become!

Disclaimer: Biotechnica accepts no responsibility for the misuse of its exotic technology. For best results, a full psychological therapy program should be implemented before, during and after exotic biosculpting. Only Biotechnica-licensed clinics guarantee official implantation and exotisculpting procedures.

THERAPY PROGRAMS

Biotechnica-licensed clinics and hospitals also provide therapy programs to ease the transition from mere human to your new form. (Game Note: Other hospitals also provide therapy for recovery from accident and cybernetic implantation.) Therapy costs money and time, but it's worth it in the end!

Therapy is a regimen (referred to as "torture" by patients) designed to assist the patient in recovering use of damaged muscles and nerves. In game terms, therapy lowers the humanity loss from any injury/implant as the patient is helped to understand what has happened and how to use his/her new parts; and is given practice in using them.

There are three levels of therapy: Outpatient, where the patient attends therapy sessions at the clinic/hospital; Inpatient, where the patient lives in the hospital and practices every day under medical supervision; and Intensive Care Therapy, where the patient not only lives in the facility but has his/her nervous system and psyche probed each day for "fine-tuning" (in essence, a trained psychological team rebuilds the patient's personality into one that minimizes identity loss. By the time they're done, the psych team knows more about the person than the person does, so you'd better trust these people with all of your innermost secrets).

The time needed for successful therapy is based on the complexity of the operations performed. Add up the surgery codes as follows:

4 Negligible =	1 Minor
2 Minor =	1 Major
2 Major =	1 Critical

The time needed for each kind of therapy is listed below. The surgeries add together, so the therapy time for multiple surgeries is determined by the surgery total. For instance, a patient who experienced 1 Major surgery and 3 Minor surgeries would treat therapy time as if he had had 1 Critical and one Minor surgery (1 Major + (3 Minors/2)=22 weeks of outpatient therapy or 11 weeks of inpatient/IC therapy.

THERAPY

Surgery	Out	Inpatient/ICT
Negligible	2 weeks	1 week
Minor	6 weeks	3 weeks
Major	8 weeks	4 weeks
Critical	16 weeks	8 weeks

THERAPY COSTS AND EFFECTS

Therapy	Cost/Week	Time Required	HP†
Outpatient	1,000 eb	14 hours/week	25%
Inpatient	5,000 eb	168 hours/week*	33%
ICT	10,000 eb	168 hours/week*	50%

* In these sorts of therapy, you live in the facility 24 hours a day and they don't want to let you out...

† Humanity Points Regained

SURGERY ADDENDA AND NOTES

When a person is undergoing surgery, the surgeons will work on only one area of the body at a time (divided up into head, torso, abdomen, arms and legs). All work in that area will be done at the same time—for instance, installing a cyberhand on one arm and putting rippers in the other hand will be done simultaneously. The operation costs are all still separate, of course. (What, you expect otherwise? Not on your bankbook, chum!)

EXOTIC CYBERWARE

(COSTS DO NOT INCLUDE SURGERY AND HOSPITALIZATION FOR RECOVERY.)

ITEM	SURGERY	HL	COST	NOTES
MINOR FACIAL MODIFICATIONS	M	1D6/2	1,000 EB	
MAJOR FACIAL MODIFICATIONS	M	1D6	2,000 EB	
MUZZLE, SHORT	M	1D6	2,000 EB	
MUZZLE, LONG	MA	2D6	2,500 EB	A
MANDIBLES, EXTENDED	MA	3D6	4,000 EB	B
NATURAL FANGS (DO 1D6 IN COMBAT)	N	2D6	500 EB	C
NATURAL CLAWS (DO 1D6 IN COMBAT)	N	1D6+1	1,000 EB (PER LIMB)	D
RETRACTABLE CLAWS (DO 1D6 IN COMBAT)	M	2D6	1,000 EB (PER LIMB)	
SCRATCHERS	N	1D6	500 EB (PER LIMB)	E
RIPPERS	M	2D6	750 EB (PER LIMB)	E
TAIL	MA	2D6	1,500 EB	F
COMBAT TAIL	MA	3D6	2,500 EB	G
DIGITIGRADE LEGS	CR	6D6	4,000 EB	H
FUR/SCALES/SKINCHANGE	N	3D6	10,000 EB	I
HEAVY SCALES	N	3D6	12,000 EB	J
EXOSKELETON	CR	4D6	20,000 EB	K
FRAME ALTERATION	CR	2D6	8,000 EB	L
BEHAVIOR CHIP	N	1D6/2	1,000 EB	M
NEW BIOTECH:				
ARMORWEAVE	N	1D6	4,000 EB	N
SPEED GRAFTS	MA	1D6	750 EB	O

EXPLANATION OF "NOTES" (ABOVE)

A: Like a dog's or horse's muzzle.

B: Mandibles are semi-prehensile grasping "jaws" extended from the facial bone structure. They are usually sharp and strong, and can inflict 1D6 damage in grappling combat.

C: Only when the person with fangs has grappled its opponent.

D: Grown from the bones via nanotech. -3 to manipulation skill rolls (anything requiring use of fingertips—typing, delicate tool use, writing).

E: Low HC loss is due to implantation in a good hospital environment.

F: Mobile but weak—can only exert about 3 lbs. of force.

G: A heavily-muscled tail, usually tipped with spikes, spines or a bony knob. Does 1D6 + Body Damage Modifier in hand-to-hand combat. Some combat tails have poison stingers added, doing damage like a knife and injecting appropriate drugs/toxins. A stinger tail costs 500eb more than a regular combat tail.

H: Dog-legs, jack-legs, etc. Animal-style hind legs, with a short foot and 3 joints instead of 2. This option replaces both legs. If acquired without a tail, the recipient is at -2 MA and -1 REF whenever on his/her feet. If acquired with a tail, digitigrade legs increase MA by 1.

I: This changes the bearer's skin to the desired texture. There is a 10% chance of developing cancer from the genetic implant. The cancer can be cured, but the skinchange will have to be removed and curing the cancer will take 1-6 months and cost 2,000-12,000 eb. (roll 1d6 for months and multiply by 2,000eb for cost)

J: This is actually Skinchange with Skinweave thrown in, for SP 12 protection. Same cancer risk as Skinchange.

K: A rigid exoskeleton provides SP 18 protection, but reduces MA and REF by 2! Same cancer risk as Skinchange.

L: Frame alteration can make the patient shorter, taller, fatter, thinner, etc., up to 25% change from patient's actual body size.

M: Behavior chips are personality modifiers. Some rigidly lock a person into a single set of pre-programmed behavior (these are largely used by correction authorities to control prisoners), others simply provide a strong urge to act in certain ways when presented with certain stimuli. These chips can alter moods—want to be the life of the party? Simply slip in a chip and you're fun-loving for the rest of the night! (Or until the chip comes out.) Want to be the board-room terror? Slip in the Dominator chip and bully your partners into submission. Want to be a real Romeo? The Maximum Lover chip just gives the techniques. Use the Romance chip and feel the emotional high. Any emotion you want, any state of mind you crave, Behavioral chips can provide. The high price is for precise adjustment to your neural system (thus the visit to the clinic).. *Warning*: These chips can become addictive. Prisoner-correction chips can't be removed without special equipment; the others can be slipped in or out like a regular chip. But you might not want to take it out! The chip produces constant emotion patterns that many people find hard to give up—they know the second the chip comes out, they return to normal thought chaos. Removing a chip requires a Cool/Will roll vs. +15 difficulty. If you fail, you fight having the chip removed by anybody. Each time you fail, you can try again in five minutes, but the next test is against +5 more each time you fail (maximum difficulty +30). If you spend over 48 hours under the influence of a Behavior Chip, you're mentally addicted. Once the chip is removed, the person has to roll under his/her Cool each hour to avoid fits of depression, shaking, and anxiety, overlaid by a compulsion to acquire the chip again.

Behavior Chips are legal, but using them on someone against their will is not. In addition, the person for whom the chip is made (they are, after all, individualized) signs a waiver when the chip is made. This waiver exempts the chip-producer from any legal obligations arising from use of the chip.

The stronger Behavior Chips that lock the subject into specific actions for specific stimuli cost 2,000eb, and are illegal for use by anyone except correctional and mental health institutions. (Sure. We all know that corporations would never do something illegal and use these. Right.)

N: ArmorWeave is an addition to SkinWeave and Muscle/Bone Lace. It is a subcutaneous endoskeletal "carapace" woven into the subject's skin layers, linking the floating ribs with the pelvis and allowing cybernetically-strengthened people to use their full lifting power without breaking their backs! It adds +1 to BOD, increases the subjects SkinWeave armor factor to SP 18 and permanently subtracts 1 from REF and MA. The subject must already have SkinWeave and Muscle/Bone Lace to buy ArmorWeave.

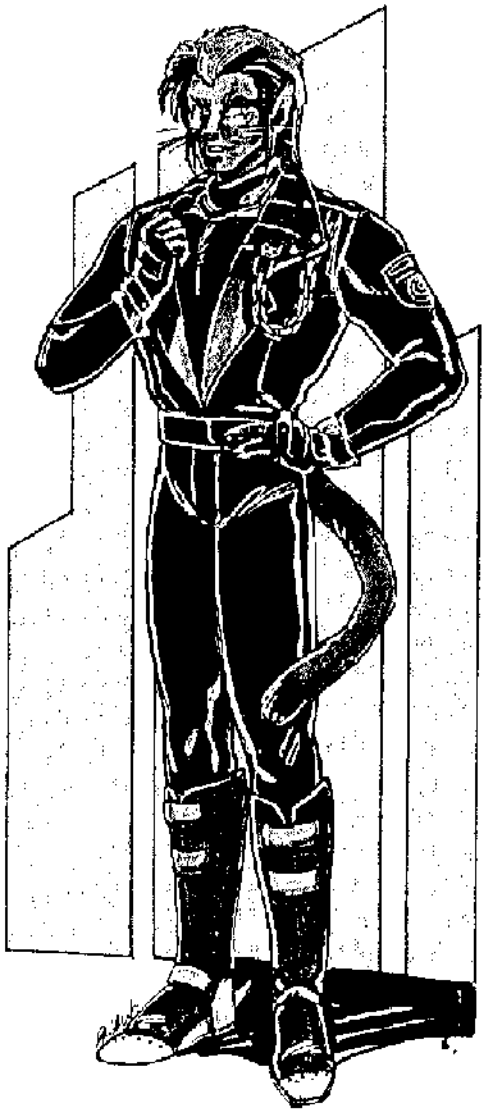
O: Speed Grafts improve the subject's MA by +2.

MINOR EXOTIC PACKAGE DEALS

So you don't want to go all the way down the evolutionary scale? Take too much time, too much money, too scary? Well, there's no reason to change yourself too far. Almost any Biotechnica-licensed walk-in clinic can handle a minor exotic change. Here are some of the favorites:

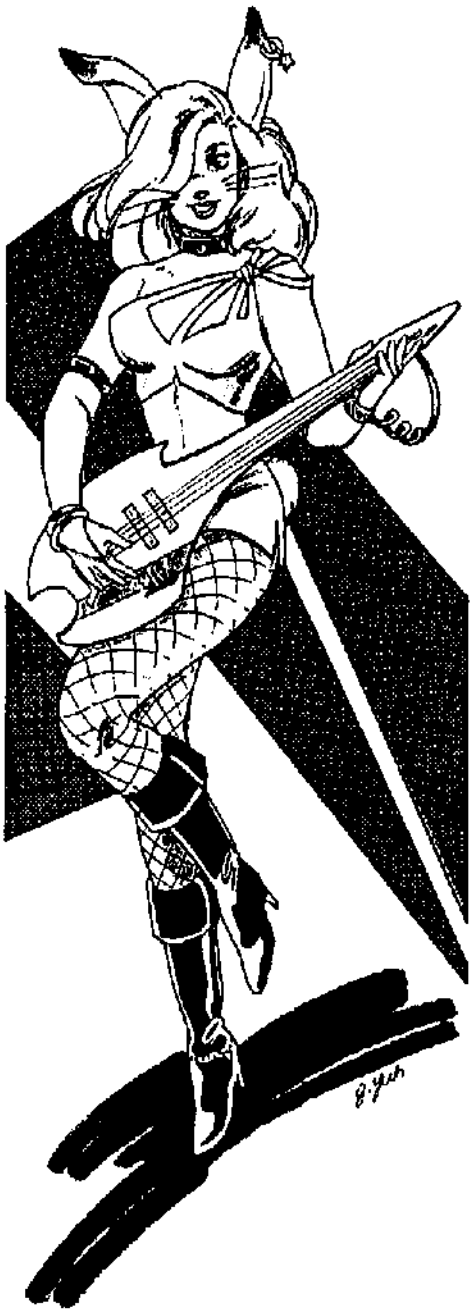
Me-yow! Feeling catty? The KatNip™ package includes pointed ears, whiskers, proper synthiskin to mimic fur patterns, cat claws, bio-contacts for that cat-eyed look, and voice-box modifications for those who truly want to yowl! Here, kitty, kitty, kitty...

Game Statistics: Minor Facial Modification (slit-eyes, pointed ears, whiskers, modified hairstyle), Scratchers, Tail, Synthiskin. 3,400eb total. Surgeries: 1 Major, 1 Minor, 2 Negligible (2,200eb). HC=4 1/2D6.



Hickory, dickory, dock: If you just don't like cats, why not be a mouse? An anthropomorphism made popular by a certain unnamed mouse (you know who; our lawyers won't let us say his name), and countless animation and graphic works, the mouse is always popular at parties. For those really interested in deception, psychological studies indicate that people are less threatened by mice than by any other exotic. What better way to conceal your true nature... until they find that you're the mouse that roars! (Other rodent forms— chipmunks, minks and ferrets, rats, etc. are also possible with this package.)

Game Statistics: Minor Facial Modification (ears enlarged, face somewhat pointed, button nose, overlarge eyes), Synthiskin. 1,400eb total. Surgeries: 1 Minor, 1 Negligible (700eb). HC=1 1/2D6



Do the Bunny Hop! Be your own good luck charm! And what could be a better lover than a bunny? (Everyone knows about rabbits', uh, activities.) And girls, remember, men world-wide have been conditioned for over half a century to regard the "bunny" as the epitome of feminine sexuality. Okay, so they won't think you're likely to win any Nobel prizes, but you'll be popular!

Game Statistics: Minor Facial Surgery (bunny ears, optional button nose and whiskers; some like buck teeth). Bunny Tail (not nearly as traumatic a process as the listed tail; Minor surgery, HC=2 points, costs 250eb) 1,250eb total. Surgeries: 2 Minor (500eb). HC=1D6.

Hiss-s-s-s-s: Mammals not appealing? Are you cold, calculating; reptilian and proud of it? Are you accused of speaking with a forked tongue? Want to be the best frenchkisser in your circle? Serpentize yourself. There's nothing so seductive as the original tempter!

Game Statistics: Minor Facial Modification (eyes, removal of outside ears, long tongue, olfactory boost, nose reduced to slits), Natural Fangs, Synthiskin. 2,000eb total. Surgeries: 1 Minor, 3 Negligible (1,100eb) HC=4D6

Fantasy Packages: No, not that kind of fantasy! If you're looking into exotics, you're beyond that anyway. This is "classic" fantasy, as made famous by obscure 60's writers, and the time-honored art of role-playing games that now forms the basis for braindance and netgames. Be someone who walked out of a novel, or even the Elflines™ series!

Elf: Minor Facial Modification (pointed ears, upturned eyebrows, thin face). 1,000eb total. 1 Minor Surgery (500eb). HC=1/2D6. Popular options include enhanced cyberears.

Dwarf or Halfling: Minor Facial Modification (broader features), Frame Alteration (shorter, stockier). MA is -2 because of shorter legs. 9,000eb total. Surgeries: 1 Critical, 1 Minor (3,000eb). HC=2 1/2D6. Popular options include grafted muscle or bone and muscle lace. Skinweave is also popular.

Ork/Goblin: Major Facial Modification (broad features, squint eyes, big nose), Natural Fangs, Frame Alteration (wider, longer arms), Synthiskin (green, brown, black, etc.). 10,900eb. Surgeries: 1 Critical, 1 Minor, 2 Negligible (3,400eb). HC=6D6. Popular options include red shift-tacts or enhanced cybereyes, grafted muscle, scratchers, dermal armor and skinweave.

Troll/Ogre: Minor Facial Modification, Natural Fangs, Frame Alteration (taller), grafted muscle, muscle and bone lace. 12,000eb total. Surgeries: 1 Critical, 1 Major, 1 Minor, 2 Negligible (4,900eb). HC=7D6.

Fishman: Gills, Synthiskin, Webbing (minor alterations to hands and feet; equivalent to Minor Facial Modifications), Custom Contacts (to keep water out of the eyes and facilitate easier vision along the blue-green spectrum). 2,000eb total. Surgeries: 1 Major, 1 Minor, 2 Negligible (2,400eb). HC=4 1/2D6.

GRAFTABLES

They are available for that discerning patron who doesn't want the whole look, but just parts of it! This is a very popular line for many people who calculate their appearance to startle, to amaze, to intrigue. The sample given here is the package adopted by Zark Nartanq, the famous dirty-combat star of the *Urban Nightmare* vids.

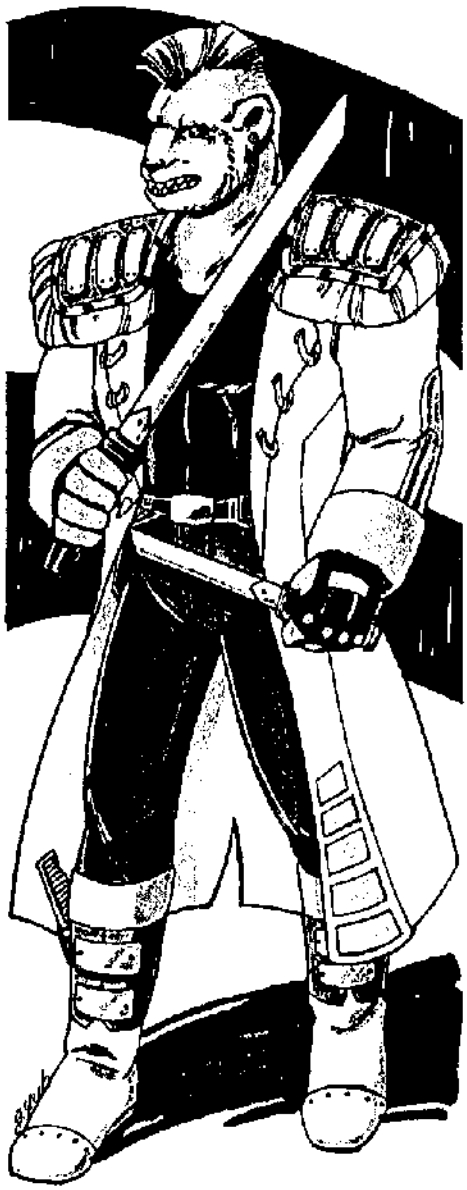
Game Statistics: Natural Fangs, Wolvers, Combat Tail with stinger, SkinWeave, Bone & Muscle Lace, ArmorWeave, Speed Grafts. 12,350eb total. Surgeries: 2 Major, 1 Minor, 4 Negligible (4,300eb). HC=12 1/2d6+1.

MAJOR EXOTIC PACKAGES

THE BEAR NECESSITIES

The bear can be an effective form. It shares the dual advantages of being cuddly and *big*. (Even in this age of high-tech toys and games, the old teddy bear is a comforting constant.) Perfect for that easy-going personality; but when you need to get tough, people listen!

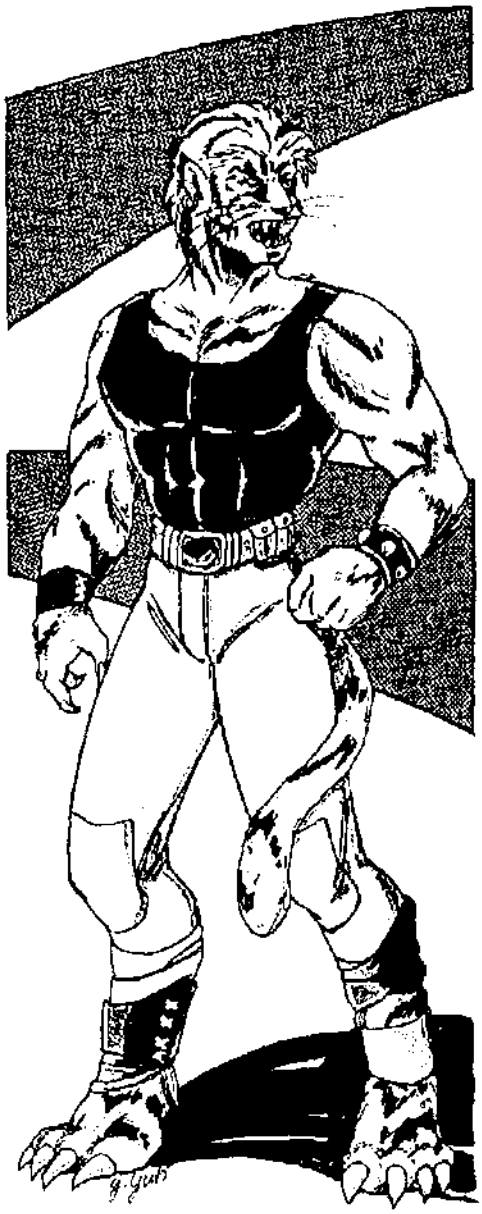
Game Statistics: Major Facial Modification, Muzzle (short), Natural Fangs, Retractable Claws, Fur Skinchange, Frame Alteration (taller, bigger), Grafted Muscle. 24,500eb total. Surgeries: 1 Critical, 1 Major, 3 Minor, 2 Negligible (5,900eb). HC=13d6.



THE SUPERMAN

Some people like to think of themselves as evolution in action, preferring to step up the evolutionary chain instead of down. Thanks to gene-splicing nanotech, cloning, chemical enhancement and bionics, you can be an Übermensch, the future of humanity!

Game Statistics: Grafted Muscle and/or Bone/Muscle Lace, Speed Grafts, Neural Processor, Kerenzikov Boost +2, Pain Editor, Biomonitor, Skin-Weave, Lifesaver weave, Toxin Binders, Nanosurgeons, Pacesetter 2000 Heart, Rebreather Lungs, NanoOptical rebuild (see Cyberware section, pg. 8). 19,735eb total. Surgeries: 1 Critical, 3 Major, 1 Minor, 8 Negligible (8,900eb). HC=13D6.



HOLD THAT TIGER!

For the truly feline, nothing less than the BigKatt™ package will do. After *this* transformation, you can stalk with the tigers, run with the lions, chase with the cheetahs, or prowl with the pumas! Exotic, erotic, seductive, mysterious— become the newest predator in the concrete jungle.

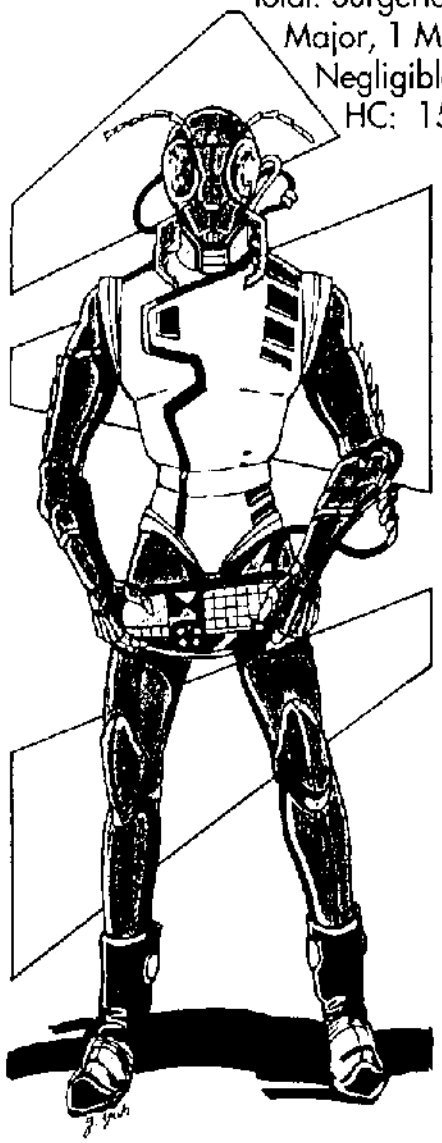
Game Statistics: Major Facial Modification, Muzzle (short), Natural Fangs, Retractable Claws (or Rippers), Tail, Digitigrade Legs, Skinchange (fur). 21,000eb total. Surgeries: 1 Critical, 1 Major, 3 Minor, 1 Negligible (5,700eb). HC=19D6. Popular options include enhanced cybereyes, enhanced cyberears, grafted muscles, boosted reflexes.

BUG OUT!

Why not take a step sideways on the evolutionary scale? For those who are looking for a rare and truly exotic look, take a lesson from some of the most satisfied lifeforms on the planet—the insects! We can make you look like something that crawled out of Franz Kafka's imagination, or a creation from another planet, or just a bit "buggy." For the closet aliens among us.

Slightly Buggy: This creates a bug-headed human. Major Facial Modification (bug-eyes, plating the face with bony chitin, adding antennae, etc.), slightly scaly Synthiskin, Custom Cybereyes. 3,400eb total. Surgeries: 1 Major, 1 Minor, 1 Negligible (2,200eb). HC=6d6.

Bughouse: Major Facial Modification (as above), Mandibles, Frame Alteration (to change the body shape, hands and feet), Custom Cybereyes, Exoskeleton, Scratchers. 35,500eb total. Surgeries: 2 Critical, 2 Major, 1 Minor, 1 Negligible (8,700eb). HC: 15d6. Extremely popular options include enhanced vision in the cybereyes, boosted reflexes, enhanced olfactory sense and cyberears. Some "Bughouse" patients even have Cybersnakes (or worse) installed in oversized head housings.



AQUAFORMS

Almost seventy percent of the Earth's surface is covered by water. And almost all of Earth's population is ill-equipped to deal with it. Break out of the evolutionary track, return to our watery origins, and merge with the liquid of life once again. **Note:** custom designed gills for exotics have two times the duration of standard cybergills.

Merman: The classic aquaform. Not too useful out of the water, but while you're in the water, you're in your element.

Game Statistics: Gills, Skinchange, double Frame Alteration (rebuilding the legs into a "fish-tail"), Custom Contacts (for underwater vision), Sonar. 18,900eb total. Surgeries: 2 Critical, 1 Major, 1 Minor, 2 Negligible (12,900eb). HC=10 1/2D6.

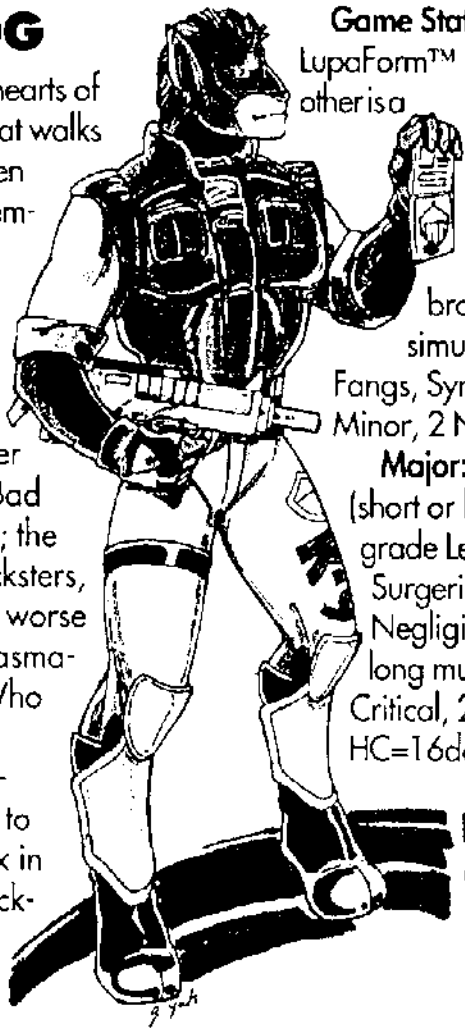
Sharkman: Popular with lawyers, this resembles nothing so much as a two-legged shark. It's also a functioning aquaform, with full underwater capability; useful as well as being decorative (and intimidating).

Game Statistics: Gills, Sonar, Skinchange, Skinweave, Muzzle (long), Natural Fangs, Major Facial/Frame Modification (includes dorsal fin and webbed hands/feet as well as shaping face into shark's). 17,700eb total. Surgeries: 2 Major, 2 Minor, 3 Negligible (4,600eb). HC=12D6.

THE FAITHFUL DOG

Man's best friend has touched the hearts of mankind for untold centuries. The cat walks by herself, but the dog has long been heralded for his steadfastness, his empathy, his friendliness. Maybe you want to cash in on this marvelous reputation (and the emotional content attached to it), or maybe you just really like dogs.

But remember, there's a darker side to the canine story. The Big Bad Wolf has long been a bogeyman; the fox and the coyote are classic tricksters, and there are few animals with a worse reputation than the pit-bull, the Tasmanian Devil of the canine world. Who says being a dog means you're harmless, happy-go-lucky and always faithful? Whether you want to be your own best friend or the fox in the henhouse, the LupaForm™ package is for you!



Game Statistics: There are two versions of the LupaForm™ package. One is relatively minor, the other is a full-form modification. The package elements can be mixed and matched to order.

Minor: Minor Facial Modification (pointed ears, dog-nose, big brown eyes; pugs and bull-dogs can be simulated with this procedure), Natural Fangs, Synthiskin. 1,900eb total. Surgeries: 1 Minor, 2 Negligible (900eb). HC=3 1/2D6.

Major: Major Facial Modification, Muzzle (short or long), Natural Fangs, Tail, Digitigrade Legs, Fur Skinchange. 20,000eb total. Surgeries: 1 Critical, 1 Major, 2 Minor, 2 Negligible (5,400eb). HC=15D6. (With long muzzle, 21,000eb total., Surgeries: 1 Critical, 2 Major, 1 Minor, 2 Negligible., HC=16d6.)

Popular Options: Enhanced cyberears, enhanced olfactories, grafted muscle (for the bull-dog bullies and big muscle dogs.)

HERE THERE BE DRAGONS

Voted the most intimidating exotic form on public display, the Dragon-Man is perfect for those wanting to deliver a message on sight. An armored colossus, nothing stands in the way of a Dragon-Man. So you can't spit fire. Big deal. Who needs fire when you have an H&K MP in your fist? This form means that you likely won't need to use it!

Tempted, but afraid to scare off the girls? Don't worry! Independent research has found that Dragon-Men rate on a sexuality scale alongside and sometimes even higher than the felines! There's something about an inhuman tower of strength and teeth that sends a guilty thrill deep into the human psyche. After all, everyone loves dinosaurs!

The Thunder Lizards walk the Earth again. Join their ranks as the *Humanisaurus Rex!*

Game Statistics: Major Facial Modification, Muzzle (short), Natural Fangs, Tail, Scale Skinchange. 16,000eb total. Surgeries: 1 Major, 2 Minor, 2 Negligible (2,900eb). HC=9d6. Popular options include heavy scales, natural claws (or retractables), combat tail, enhanced olfactory sense, thermograph eyes, and grafted muscles. Some like digitigrade legs for the dinosaurian look.

PLAYBEING

They are the true life of any party. The "erotic exotic" is always a welcome and popular guest. And what makes a playbeing different from a normal exotic? Those "special extras under the hood," so to speak. Lose your inhibitions. Become a master (or mistress) of the arts of physical pleasure. Who needs drugs or pleasure-center wireheading? Please yourself and others at the same time, with just a few "enhancements."

Disclaimer: *The rumors of persons being converted to exotic playbeings against their will by Biotechnica are false; as can easily be seen below, Biotechnica requires a legal waiver indicating intent and protecting against unfounded legal action before allowing any person to purchase a playbeing accessory package for installation. Any proven incidents of playbeing "manufacture" are due to unscrupulous agencies not related to Biotechnica.*

Warning: *Biotechnica refuses to install the playbeing package in any person without a signed waiver indicating that the applicant wishes to become a playbeing and absolves Biotechnica of all legal responsibility for any psychological aberations or problems arising from the playbeing package.*

Game Statistics: The playbeing package is usually added to an existing exotic conversion, but can be purchased without exotic conversions. Playbeings usually have their ATT scores raised to a minimum of 10, up to a maximum of 12. The package includes a "Mr. Studd/Midnight Lady™" implant, Tactile Boost (hardwired into the sexual implant), Chipware socket with the Maximum Lover chip and a Behavior chip—specific behavioral slant is chosen by the user to correspond to his/her emotional patterns and wishes, in any case the chip stimulates the libido; plus a Contraceptive Implant. 3,000eb total. Surgeries: 1 Major, 4 Negligible (2,300eb). HC=3 1/2d6. Optionally, the pleasure impulses from sexual activity can be tied into the Tactile Boost for an additional 150eb. This can lead to addiction to such activity, as well as nervous or physical overload.

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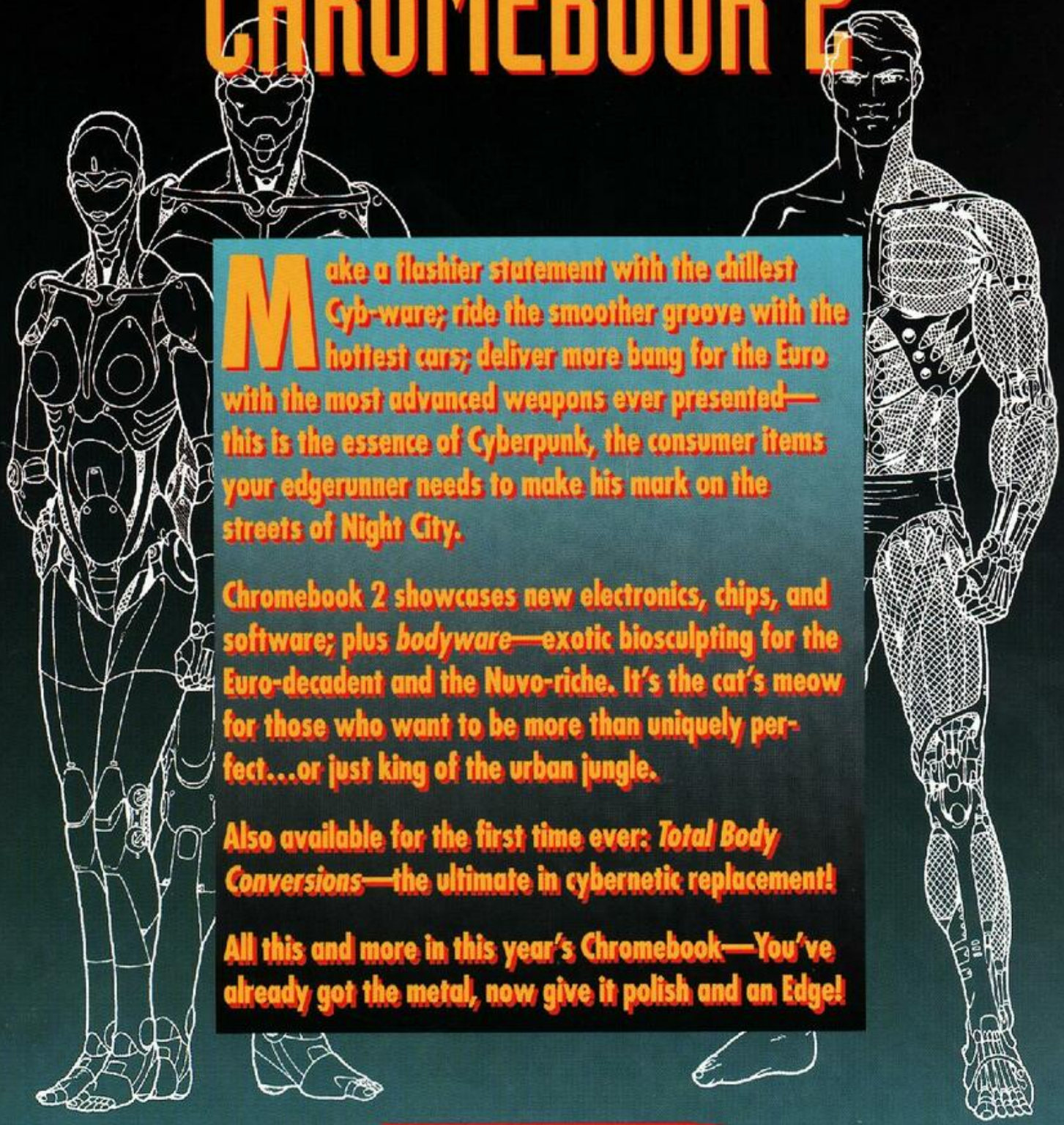
This year's issue of THE style guide for the 21st Century...

CHROMEBOOK 2



Make a flashier statement with the chillest Cyb-ware; ride the smoother groove with the hottest cars; deliver more bang for the Euro with the most advanced weapons ever presented—this is the essence of Cyberpunk, the consumer items your edgerunner needs to make his mark on the streets of Night City.

Chromebook 2 showcases new electronics, chips, and software; plus *bodyware*—exotic biosculpting for the Euro-decadent and the Nuvo-riche. It's the cat's meow for those who want to be more than uniquely perfect...or just king of the urban jungle.

Also available for the first time ever: *Total Body Conversions*—the ultimate in cybernetic replacement!

All this and more in this year's Chromebook—You've already got the metal, now give it polish and an Edge!

A SUPPLEMENT FOR CYBERPUNK

R. TALSORIAN GAMES, INC.

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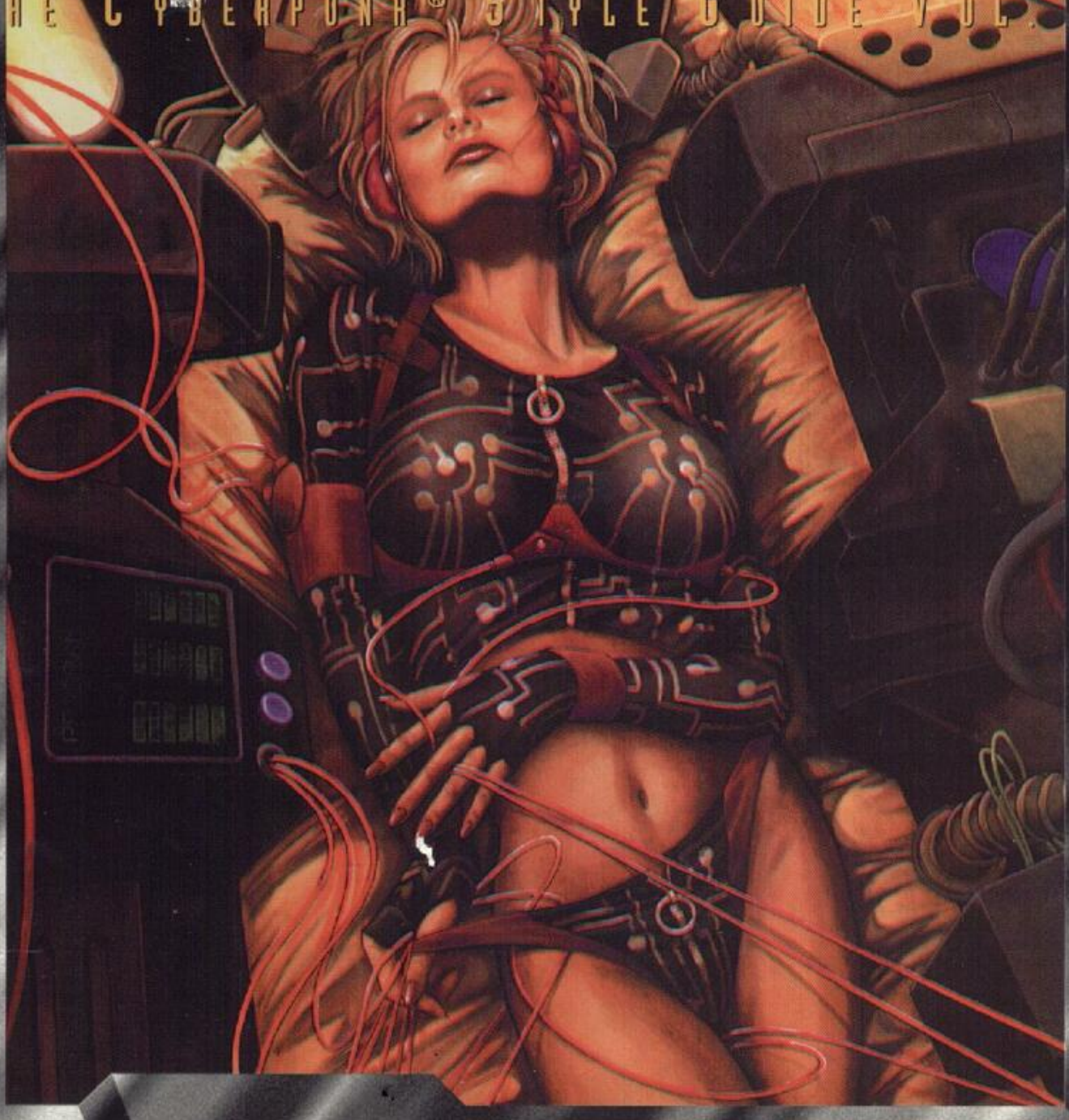
Cyberpunk®

CHROME 3

BOOK

THE CYBERPUNK® STYLE GUIDE VOL. 3



R. TALSORIAN GAMES, INC.

CHROME

THE CYBERPUNK STYLE GUIDE VOL. 3

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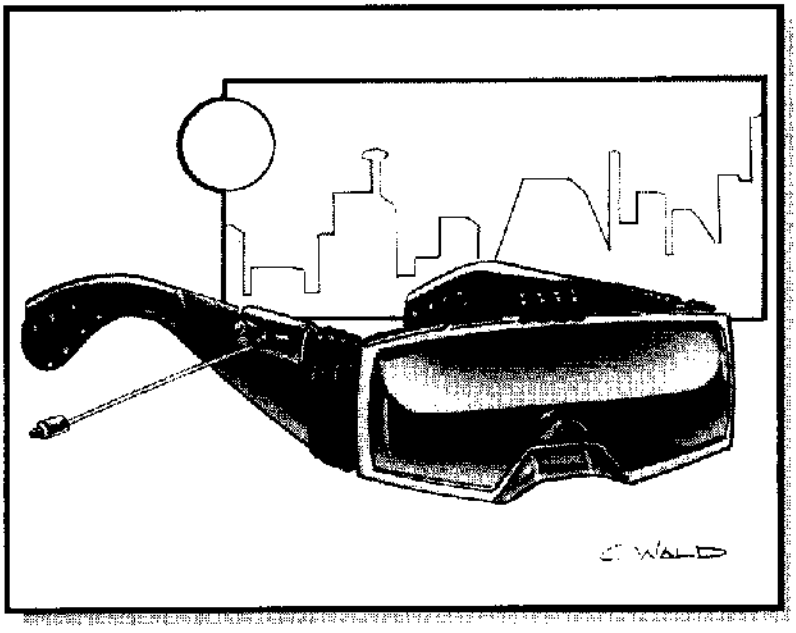
EQUIPMENT, ITEMS AND STUFF

Midnight Arms

Midnight Arms Smartgoggle Mirrorshades



450eb

Now you can have smartgoggles without ruining your fashion statement!

Available in chrome, silver, and gold-plated mirrorshades. All options cost 10% less than their cyberoptic versions.

Game Notes: *these function as smartgoggles, but only hold up to 2 options.*

Utopian "Small Wonders" NanoAgents

Utopian Corp.

50eb

Bringing microengineering next to godliness...

The emerging technology of molecular machines and tailored viurses is now available to the common man thanks to Utopian Corp's Small Wonders product line. Small Wonders are autonomous, chemically-programmed, microscopic cleaning agents available for a variety of applications: spray once, wait 40 minutes and don't worry about cleaning up! Currently available NanoAgents include KleenBore for your guns, Nanair to remove body hair, AutoGloss for waxing your car, BioGloss for cyberlimbs and a host of others. Spray applicators are available in 10-use tubes (the size of a D-Cell battery) which maintain a survivable environment for the NanoAgents for 3 months.

Game Notes: *Referees should feel free to come up with just about any use for Small Wonders—stuff that cleans your fingernails, anti-earwax agents, even the "automatic nose-picker!"*

Arc Furnace

1,000eb

Ideal for the destruction of waste materials, the Adiuvant Arc Furnace reduces materials to their component atoms, before venting the resulting gases. Anything can be dealt with, and poisonous compounds and potentially dangerous viruses will be safely dealt with by this; the carbon atoms in botulinus toxin are no more dangerous than any others, once you get them alone.

Game Notes: *The arc furnace is roughly a two metre cube, and needs a power supply. If left on, it consumes about 300eb of power in a day. Materials destroyed in the furnace are completely untraceable, it is impossible to identify them, no matter what methods are used. Note that toxic elements, such as arsenic or plutonium, will not be rendered safe by disposal in the furnace.*

Communications Accessories

Fibre-Optic Cable

The backbone of the information society. These are the cables that carry all net signals, and all cable TV. Standard quality cable, such as is used for the net in North America, is 0.1eb/metre, and there's a lot of it out there. Higher quality cables can be obtained, allowing faster data transmission, and +1 to all netrunning tasks, as long as the entire cable route to the destination is made of such stuff. This costs 1eb/meter.

Repeaters

Even fibre-optics aren't perfect, and these devices are installed every hundred kilometres, to boost the strength of the signal. Interfering with one of these is a very good way to screw up the Net. If a repeater starts garbling its messages, provided that the garbling is fairly subtle, the automatic re-routers won't notice right away. The right glitch (INT + System Knowledge roll, Difficulty 30) will bring the portions of the Net crashing down for about two hours (Ref's discretion). Repeaters cannot be bought legally—Internet wants to hold onto its pseudo-monopoly—but can be obtained on the black market for about 1000eb, if you have the right contacts.

Junctions

These devices merge the flow of data in two fibre optics, and direct data along the correct route. They also tell the IG algorithms the physical location of the systems connected to them. These can be bought legally, since the network in a large building would need several. However, altering them to give false location information to the algorithms is illegal, and very hard (Very Difficult *Electronics* roll). Junctions cost 100eb.

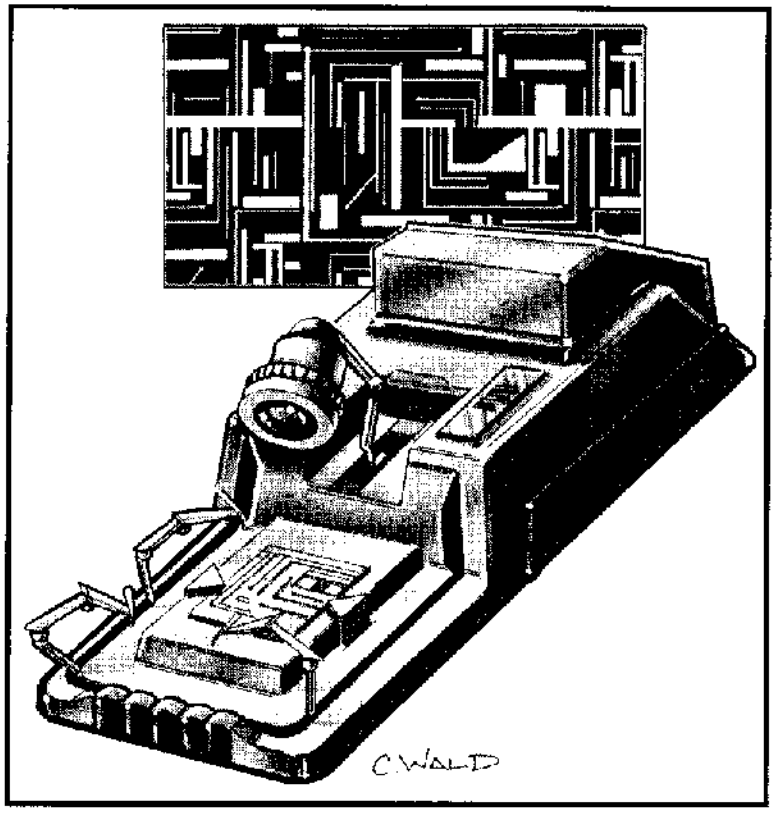
RAVEN®
MICROCYBERNETICS

Interface Monitor

800eb

By **Raven Microcybernetics.** The interface monitor lets you keep track of what is going on at the link between man and machine while you are repairing cyberware. No longer will you have to work with a dead interface, unable to see what is going on, or chance the effects of random signals damaging either the machine or the host. Now, you have full information available, and the automatic cut-outs built into the monitor will prevent the errant signals causing damage.

Game notes: *The monitor takes about half an hour to hook up, during which time the subject should be under anaesthetic. Once the probes are connected, however, the patient can be awoken without pain, and the cybernetics repaired with +2 to the Cyber Tech skill. Removing the monitor—necessary if the subject is to regain control of the cyberware—again takes half an hour, and requires anaesthetic.*



Telectronics Micromanipulator Rig

3000eb

Telectronics®

For doing fine work, you need to be able to work on a scale far smaller than that of your meat body. The Micromanipulator Rig is a cyber-controlled unit that works on a scale of micro-milimeters. It requires an MLINK neural processor module to use, and it feeds appropriately scaled visual and tactile signals to the user, so that you will be able to use all your skill of manipulation on a piece of electronic circuitry as easily as you would the underside of a car.

Game notes: *Eliminates "Complex Repair/Lock", "Don't have right tools" and "Hostile environment" Difficulty penalties based on size/scale. Gives a +1 to rolls for the following skills:* Cyber Tech, Electronics, Cybermodem Design, Weaponsmith *(in situation of appropriate size/scale). It is a non-portable piece of equipment, but doesn't use particularly large quantities of power.*

MEDTECH

Aesculapius Incorporated

Archaesthetic
1000eb

The lack of control given by most anaesthetics can cause problems for the working doctor. If the patient is in severe pain, the only option is to deaden all the pain, and then they can't feel anything, and so cannot assist your diagnosis. The Archaesthetic solves this problem with a modern application of an old idea: acupuncture. This electronic device allows you to control the level of signal getting through from one part of the body with complete accuracy, so that the patient can still give you feedback, while cutting the pain sufficiently that they can remain calm.

Game notes: *The Archaesthetic takes between ten and thirty minutes to connect to a patient, during which time surface anaesthetics should be used. Once it is connected, however, it will give the medic +1 to* Diagnose *rolls, and +1 to* Medtech *rolls, due to increased information from the patient.*

RapiDetox
1500eb

There are times when you need to get someone's system clear of a drug, fast. Maybe the stuff's a toxin, or perhaps it would interfere with urgently needed medical treatment. Either way, there wasn't much you could do but wait, or pray. Now, with the RapiDetox, you can deal with the problem. Hooked up to the bloodstream, this device can analyse any drugs present, assist you to design a counteragent, and then synthesise and release the counteragent, all in a matter of moments. No longer need someone's personal habits interfere with your attempts to save their life.

Game notes: *The user must make a* Pharmaceutical *skill check, with a difficulty depending on the substance in the blood (GM's call). One check may be made every turn, and the substance is neutralised within three turns of a successful check. Clearly, RapiDetox won't stop any fast-acting poisons before they kill their victim.*

Blood Substitute
150eb per pint

The Aesculapius Blood Substitutes are the best on the market. They will take over all the functions of real blood for long enough to allow the body to replace the blood from its own resources, and the substitute will be broken down and excreted by the body without the need for additional medical intervention. In addition, it keeps indefinitely without cumbersome refrigeration, and is guaranteed compatible with all blood types. Even coloured red!

Game notes: *Blood substitute adds +1 to rolls to stabilise a mortally wounded patient, provided that at least three pints are available. Obviously, it cannot be reused. In addition, if a person loses more than four pints of blood, replacing it all with substitute will lead to some medical problems, as the substitute will break down before the body has had time to prepare sufficient real blood to replace it. Trauma Team ambulances and hospitals always have this available, and the bonus is already included in that listed (CP2020, pg.95).*

LPTU™
Limb Preservation and Transport Unit
500eb

The Limb Preservation and Transport Unit is a more specific version of the FrostTech cryo-case. Should a limb be severed relatively cleanly, this unit can preserve it intact until it can be re-attached. Even in the case of a messy amputation, as by gunshot wounds or explosions, it is still easier to clone part of a limb than the whole organ, and so the preservation may well save time and money.

Game notes: *The LPTU is not a simple piece of apparatus, but it can be carried by a single person, and can contain a leg, or two arms, or various other organs. It is specifically designed for limb preservation, so that the Body Bank value of the limb will be 10-60% greater than normal for a standard condition body part.*

BODYWEIGHT
Life Preservation Systems

Portable Intern Unit

1200eb

The Bodyweight, Inc. Portable Intern Unit is the ultimate in diagnostic aids, combining a Haemalyser and a Cerebroscanner. It takes a small sample of blood from the patient, and will give information on blood sugar, blood count, hormone levels, pathogens, and presence of drugs and other foreign substances. The needle used for taking the samples is reusable and automatically heat-sterilised after every sample is taken. The Cerebroscanner's open-frame cap sensor fits over the skull, automatically sizing itself, and provides a continuously metered EEG readout along with interpretation.

All data is displayed on a screen (stored for later analysis), or fed via datajack to a medical mini-comp (or med-scanner), aiding and enhancing your diagnosis.

Game notes: *The PIU gives +2 to* Diagnose *skill when used with a medscanner or mini-comp. It also gives +1 to stabilization attempts. The unit's total size is a little larger than a standard briefcase.*

Aesculapius Incorporated

Cybercast

3000eb

Also known as an Exo-crutch, the cybercast is a godsend to those with broken limbs. Simply slip the limb into the casing, and turn it on. The cast will then take all the weight of any action performed, permitting almost normal use of the limb while the break heals.

Game notes: *a Cybercast gives -2 to all actions using the limb, but days spent wearing it count as full rest for the purposes of healing, as long as the damage is only to the limb. Hospitals will rent them out, at 200eb per day. They are of most use while a patient is critically injured.*

MASETTO TECH CLOTHING

MTC
Masetto
Tech
Clothing

'Alessio' Coveralls

200eb

The Masetto coveralls are ideal for the tech who wants to make a good impression, but still needs to be able to work. Besides, you want to look like a tech, not some corp who wouldn't know a micrometer from a strain gauge, right? On the other hand, who's going to pay the big money if you look like you just crawled out of the La Brea tar pits? These coveralls are hard-wearing, covered in pockets and loops for holding all your equipment, and made from a specially treated fabric that is highly resistant to everything—oil, water, fire, acid—everything. But you can get this anywhere—what makes the Masetto coveralls different is the style. Our top designers rework our range every season, to offer you the look that says you're worth the top money.

Also available: 'Lano' armour coveralls, with all the style of Masetto and the added protection of armour. It's not just Solos that need armour: a damaged AV can be as dangerous as a gunfight, if the fool on the job before you didn't know what he was doing. Game notes: 1600eb, SP14 to arms, torso and legs, EV +2; these cannot be distinguished from the unarmoured version unless a Difficult Awareness check is made.

'Guercio' Helmet

600eb

In working in the dangerous environments that a tech's life frequently leads her into, you need protection for your eyes and lungs. Sparks from electrical welding, spray from mixing chemicals, and even the fumes from certain paints can all damage the eyes. Likewise, you must ensure that you do not breathe various hazardous dusts and gases, all of which are common on the job. Until recently, the only way of getting the necessary protection was to wear bulky and ugly goggles, and breathing masks that hadn't changed much in design since the twentieth century. Masetto's Guercio sets that situation to rights. An elegantly styled helmet, it comes with a full-face visor and a breath filter, both of the latest design. No longer will your protective gear make you look like a fool—the Guercio is also a fashion accessory. (SP 20, visor provides protection from flare as well, breath filter gives +10 to all rolls to resist the effects of dangerous gases as long as oxygen is present.)

Also available: the 'Gianni' helmet (800eb), which includes smart goggles. This can be fitted with any the options for the usual price. (*CP 2020* pg 57).

'Pinamonte' Boots

500eb

High style, high protection. It's high time someone realised that techs' feet are important, and Masetto were just the people to produce the answer. Our boots are made of synthetic materials so that you can walk over spikes and through fire without hurting yourself—after all, in your job, you have to be ready to fix anything. But, as you would expect from Masetto, they are also styled so that you could wear them in St Moritz, and everyone would think you were a guest. (SP 20 for the feet and ankles only.)

'Ciampolo' Gloves

400eb

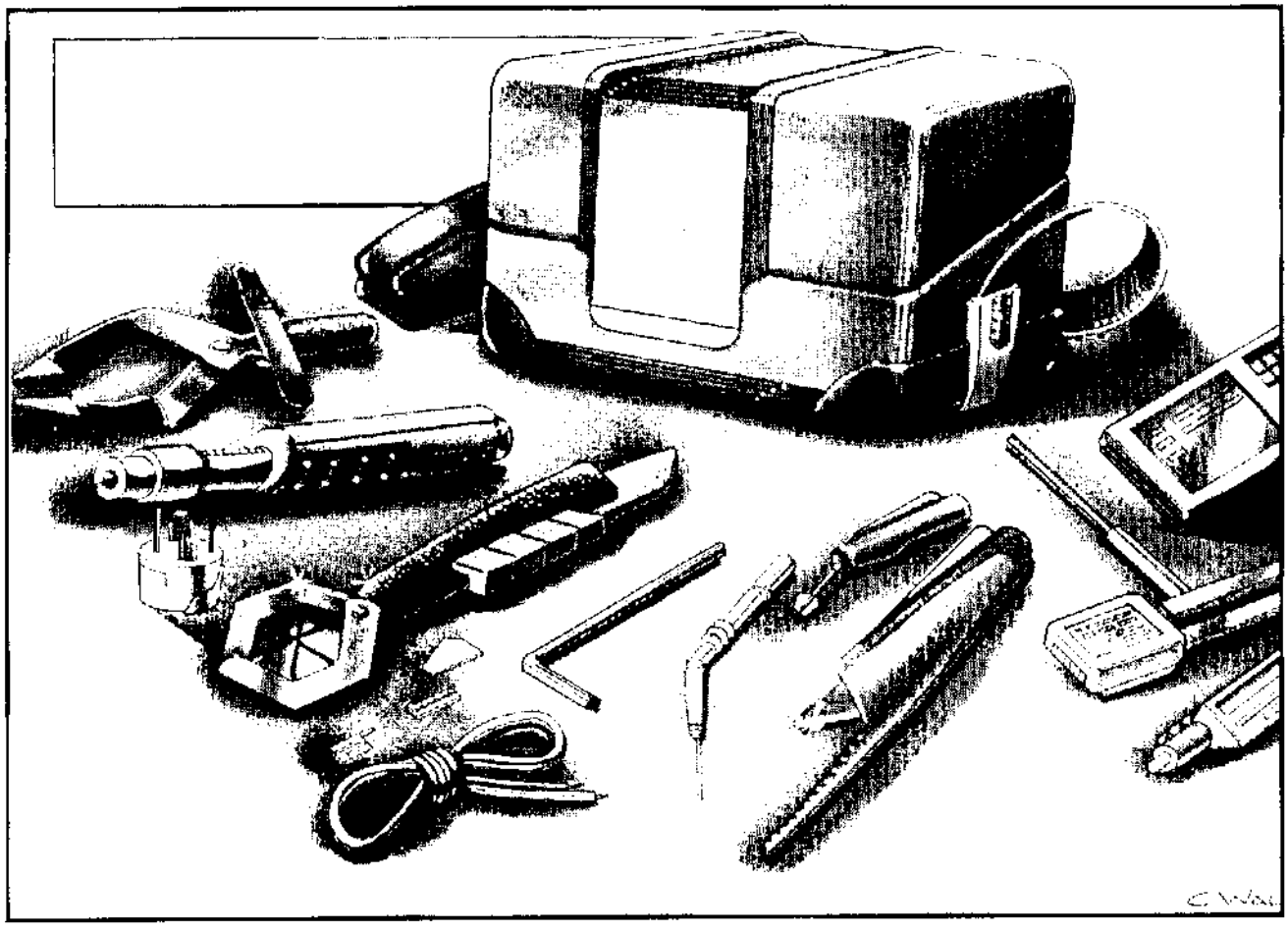
You need your sense of touch when you're working on a delicate job, but you want some protection in case the pipe cracks, or the tank leaks. Until now you had to compromise, but Masetto now have gloves that solve your problems. Made to the same standards of style as our coveralls, and of the same resistant materials, they incorporate transducers so that you can feel what you touch. Refuse to compromise—buy Masetto.

'Francesca' Techscanner

1200eb

Every tech needs a techscanner, but you don't want to be 'every tech'. For you, then, Masetto has developed the Francesca. This techscanner has the best programs available, along with sophisticated I/O ports and probes, in order to give you accurate and useful information on the equipment you are investigating. But, as you would expect from Masetto, it is built with style and grace. The smooth, chromed lines are specially designed to complement the Alessio coveralls, while the colours of the display set the device off beautifully. Why should you be ashamed of your tools? With the Francesca, there is no longer any need to be.

Game Notes: *An above-average techscanner; it gives +1 to skill rolls for diaganostic checks. In status- and appearance-conscious Europe, a Tech carrying one of these may also get a +1 to his* Wardrobe&Style *or Reputation (GM's call).*



MTC Masetto Tech Clothing

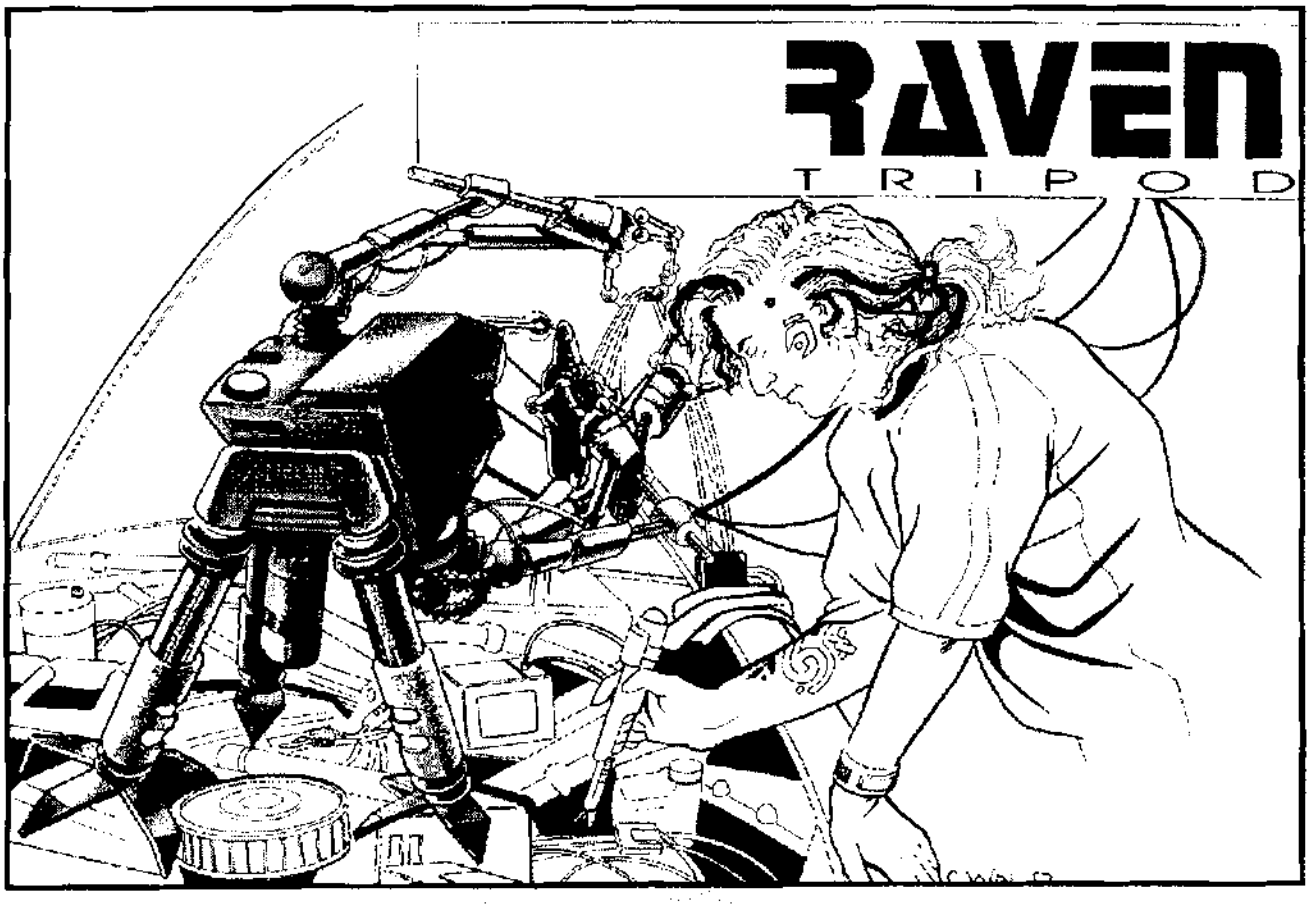
'Farinata' Tech Tool Kit

350eb

The tools of your trade with the style of the elite!

When we started out as techies, we all wanted one of those clunky metal boxes for our tools, because that seemed to be the mark of a true techie. Now that we are older, we know that we don't need to advertise our profession – anyone who is important already knows. Now, we just have to look good enough that the élite won't be ashamed to have us fixing their AVs. The Farinata fulfils these requirements. The smooth false leather case is resistant to most damage, and styled to look unique. The tools themselves are polished to a high chrome finish, and have been shaped by top designers to look good, as well as be effective. Not even the most dedicated follower of Eurostyle could find anything to fault with the Farinata. Also, the 'Venedico' electronics tool kit (350eb), with all the style of the Farinata in the tools required for the repair of electronics.

Game Notes: *In status-conscious Europe, a Tech showing up with this kit may get a +1 to his* Wardrobe & Style *or Reputation (GM's call).*



RAVEN®
MICROCYBERNETICS

Raven Microcyb Inc. "Tripod" Waldo Set

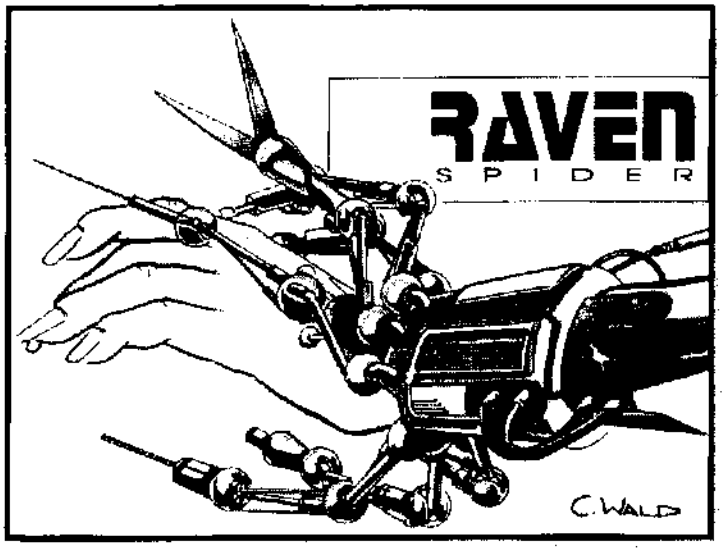
800eb

The RMC Tripod should be essential equipment for every techie. You always need another pair of hands, but what's more you need a pair of hands that will do exactly what you want, not what some dumb assistant thinks that you want. The Tripod interfaces with you through a neuralware MLINK (separate installation), and will perform simple tasks in the workshop under your control. Its three legs give it stability in most conditions, and its multiply-articulated hands are delicate enough to do your work for you. Further, the open-frame construction makes maintenance very easy. After all, as a tech you'll want to repair your own equipment, won't you?

Game Notes: *The Tripod could work as a remote pair of hands, but the Tech would need a lot of practice and full concentration to do that. It certainly won't allow you to work on two jobs at once. However, it does serve as another pair of hands, and it can hold things steady while you work on them, and move things around, so it does make it possible for a techie to perform certain tasks alone that would normally need two people (-3 to TECH, REF, or INT-based skill rolls involving the unit, until the user has had a week's practice and makes a Difficult* Basic Tech *roll. Further penalties/effects are the GM's call).*

Raven Microcyb Inc. "Spider" MicroWaldo Bracer

700eb (800eb cyberarm option)



The Spider is the next step in personal assistance for the techie. You always complain about wanting another pair of hands, and with the Tripod you have them. But what you really want are more fingers, to hold those wires out of the way while you work on the connection, or to hold the component steady while you attach it. The Spider is designed to solve these problems. It fits over the forearm and plugs into an interface socket, and contains eight fully articulated probes that can be controlled to do those jobs that your fingers can't. Tangled wires are no problem, with the Spindler. Also available as an option for cyberarms, taking one option space (Surgery: N, HC: 3).

Game Notes: *the Spider gives +1 to all repair and construction TECH skill rolls on small/complex items. You could probably use it to play a musical instrument as well, with practice.*

Techtronica "Mite" Diagnostic Remote

400eb manual, 500eb cyber

The first step in repairing any equipment is finding out what's wrong with it, and to do that you usually need to be able to see the problem. This can be difficult: after all, you don't want to disassemble an entire AV-4 looking for a fault that is confined to one engine, and yet it's difficult to examine everything without taking a machine apart. The Mite was designed to solve this problem. It is a tiny remote camera (1cm x 1cm) with a built-in light source, connected to the control terminal by a fibre-optic cable, since electromagnetic transmissions are frequently disrupted by the presence of large amounts of metal. Not only can the camera's efficient BugLeg® system move itself under your control, but the cable has a special active sheath, so that it retains its shape, thus ensuring that it doesn't snag on anything inside the machine under investigation. Indeed, the cable is strong enough to lift the camera, so that you can have full three-dimensional mobility. The Mite is available with both manual and cyber controls.

CTS, plc 'Pembroke' Techscanner

1500eb plus update subscription of 100eb per month

When a company concentrates on one product, you can bet that that product will be the best, or the company will disappear. CTS plc has survived in the hostile economic climate of the United Kingdom for the last eight years, with no product apart from the Pembroke. It is the best techscanner on the market, without question. We can't offer Italian style, but a real techie is interested in what's inside the box, right? The Pembroke can identify almost any fault in almost any machine, and the update service means that you stay on top of the technology. The Francesca might look flash, but the Pembroke gets the job done.

Game Notes: *A new version of the Pembroke is issued every year, on January 1st. The update subscription buys you a chip on the first of each month that plugs into the main unit. If you subscribed for a year, you can get the next year's new version by re-subscribing and trading in your old unit. A Pembroke gives a Tech +2 to skill rolls when investigating and fixing any piece of tech designed before the latest upgrade chip, and +1 for other devices. Rumour has it that CTS hires freelance techs to get them details on newtech that hasn't hit the streets yet. Most Fabergé Croesus scanners were built around Pembrokes.*

Tool Kits by Buchsterhude Gmbh

1000eb, or 1500eb for high style.

When you work, your tool kit is an extension of your limbs. Your limbs were grown uniquely for you, and yet most techs seem to be content to use tools that were churned out by the million for all the techs of the world. You, however, know that to do a job really well, you need tools that were designed for you, tools that can give you the Edge that you need to survive in today's world. Buchsterhude provide tools for techs with that kind of vision. You spend a day at our workshop, and then the tools are built to complement your body and style of working. We can even make them look as flash as those produced by any other company. There is no real alternative.

Game Notes: *These tools add +1 to repair and construction skill rolls whenever they are used by the person they were designed for, but give a -1 penalty should anyone else try to use them. The high style is not as good as the styling on a Farinata, say, but it is unique (may give a +1 to Tech's* Wardrobe&Style *skill or Reputation).*

Fax Plus 1000™ Fax Machine

300eb

The best invention since sliced bread for the computer age. Send documents, pictures, and anything else that can be put on paper over the phone lines. The Fax Plus 1000™ is capable of taking dictation to send letters and memos. The makers have even included an interface plug to receive fax info on Times Square Marquee™, Video Imager™, or Times Square Plus™ optics upgrades. Incoming faxes can be downloaded to a memory chip via a Dataterm link. For an additional 100eb, the Fax Plus™ can be linked to the owner's phone link and alert him/her of an incoming fax. Fax transmission time is half of the old model 500 (i.e. a Letter size document can be transmitted in under .3 seconds). And it's portable too! A must for the busy executive.

Game Note: *Size of a paperback book. Requires a phone line to work. A cellular phone can be used if it has a fax interface built in (Chromebook 2, pg.33). The battery will last for up to 10 hours on a single charge. Has an AC adaptor that is switchable for use in both European and American buildings.*

ThunderArc Industries Three-D Holophone

900eb

Taking your vidphone further into the future! ThunderArc Industries (with the support of Internet and the U.S. Gov't) has developed a tabletop, holography-based video-phone that will display an image of the caller (and about a 3m diameter area around him). The user talks through a speaker mike and cannot move further than arm's reach from the unit. For 50eb, you can get a phone chip that allows you to show a Net-style Icon instead of your own image.

More Cell Phone Options!

Tight Beam

200eb

CCI's latest security innovation turns your phone into a short-range radio (about 1 mile) on a tight beam to avoid detection. Recipient of transmission must be in line of sight with no major obstructions. Wt.0.3 kg, 1 month power duration.

Call Waiting

5eb/month

Owner receives a beeping tone informing him/her of another incoming call.

Call Forwarding

5eb/month

Owner can receive calls to his phone number at another number.

Miniature Copier

230eb

This is a portable, rechargeable, color, hand-copy machine. It has a 6" wide copier head, a 1MB memory for storing images, and it holds eight feet of paper. It can be linked with most computers, so its stored memory can be transferred into the computer. It has an AC adapter and a 1 hour rechargeable battery. Weight 0.5kg.

Datatel RotoWrighter

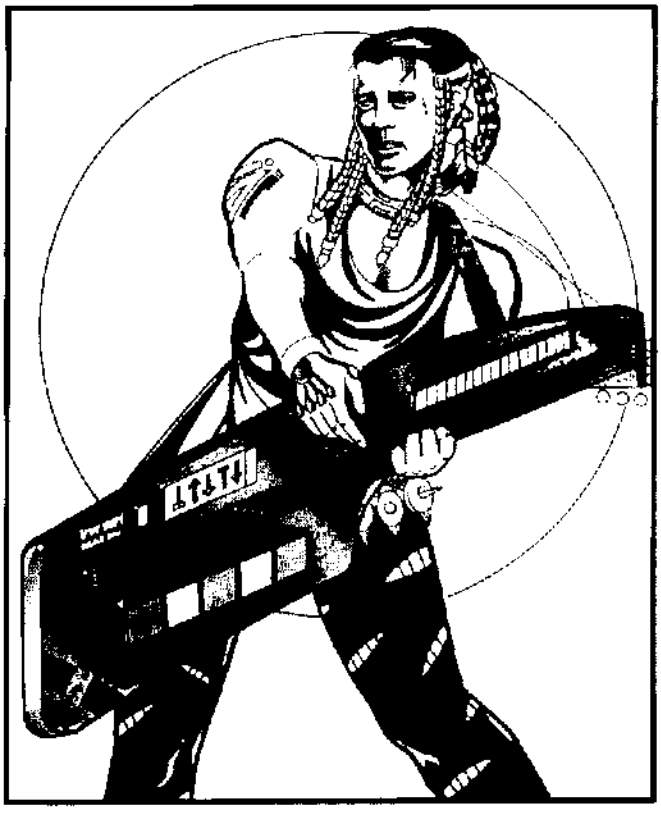
20eb

These tiny, disposable printers are plugged into a computer (compatable with Zetatech E-book and EBM PCX; see *Chromebook 2* pages 14-15) for small printing jobs. Each plastic pack holds a small reel of paper (20 pages) and a 3-color inkjet. Once it's empty, just throw it away. Size is 8cm x 4cm x 2.5cm.

Telectronics Modulation Chip

20eb

This component can be installed in any radio with an Average *Electronics* check. It allows the radio to resist jamming and eavesdropping by hopping from preset frequency to preset frequency ant regular intervals. All personnel in the unit/group must synchronize their chips for this method of communication to be of use. Eavesdroppers will find impossible to listen in on these conversations unless they know the preset frequencies. Jamming is still possible, but Military Radio can now only be jammed on a 7-10 on 1D10 (*Maximum Metal*, pg.26).



Yamaha RX4000 "Hurricane" Ultrasynth

2,345eb

THE universal synthesizer.

No more need be said...

Yamaha's new CyberMIDI synthesizer puts you in control of every aspect of you show. Available either as a rack-style keyboard or a guitar-style pushbutton instrument, the RX4000 uses advanced neural interface technology to give you the ability to create any effect you want. You no longer need roadies, technicians, or even a band to get out your personal message. The Hurricane can synthesize, according to cybernetic operation, any sound you can imagine, be it a harpsichord, an acoustic guitar, a Japanese Kodo drum or even a kazoo. Programming can be done beforehand or even improvised onstage, and with linkage to stage systems, the Hurricane can operate speakers, videoboards, and lighting systems! With enough skill and experience, one performer can be a lead singer, guitarist, drummer, keyboard player, backup, lighting and effects technician all in one! And when you network two or more Hurricanes together, you've got yourself a virtual monsoon of musical versatility!

Game Notes: *the RX4000 adds +2 to the use of the* Play Instrument (Synthesizer) *skill, and allows control of more than one sound (or effects) element at one time. However, for each extra element controlled, the performer suffers a -1 to his* Play Instrument *skill (so that three instruments could each be played at his/her normal skill level, while five would all be played at -2). Lights, videoboards and other effects use the same rules, but use the* Perform *skill. If the performer takes control of more elements than his/her INT stat, then s/he "blitzes out," losing control of the various elements and creating a sound which resembles a modem signal. In such a case, a Stun save must be made to avoid passing out from the mental strain.*

Midnight Arms Smart Glove

110eb (+cost of smartgun mod)

The SmartGlove is designed to connect a smart-gun to its user immediately upon grasping the butt of the weapon. This is important to people who may expect ambushes but are not in a position to walk around "hooked-up" to their weapon. It also allows users to switch weapons quickly without having to deal with interface plugs.

The glove has connection pads located in the palm and trigger finger that are wired to a plug integral to the glove. The actual weapon must be modified with corresponding pads on butt and trigger. A firm, combat-ready grasp on the weapon (with finger on the trigger) completes the connection.

Game Note: *Your plug must be in the wrist in order to use the glove. Due to the potential for signal interruption, if you fail an Average REF roll when first grasping the gun, the glove gives a -1 penalty to WA. The cost of weapon modification adds 200eb to the cost of smartchipping the gun.*

Arasaka R-101 Lie Detector

5000eb

Cross your heart and hope to die...

The most advanced and efficient form of interrogation system short of a roomful of sensors and an airhypo full of sodium pentathol, the R-101 is portable thanks to its briefcase-style configuration. Many Arasaka corporate police pack these in their patrol vehicles. The R-101, when opened, unfolds into a multi-display screen, an laser-light optical scanner, a head brace, a pulse and bloodflow reading wriststrap, and a palm scanner. The subject must have their head in the brace so their eye can be scanned for dilation and other teiltale signs while their hand rests on the scanner plate so their blood flow and heart rate can be monitored. An audio processor checks voice stress, and the entire unit uses a (deliberately) noisy processor as its CPU.

Game Notes: *Detection of the subject's veracity is 90% reliable. A deliberate attempt to mislead the machine requires a Very Difficult COOL roll;* Resist Torture/Drugs *skill applies* (Persuasion/Lie *does not). These things cost a fortune on the black market (3-5x normal price!).*

The Great Outdoors

Everest VentureWare Grapple Line

60eb

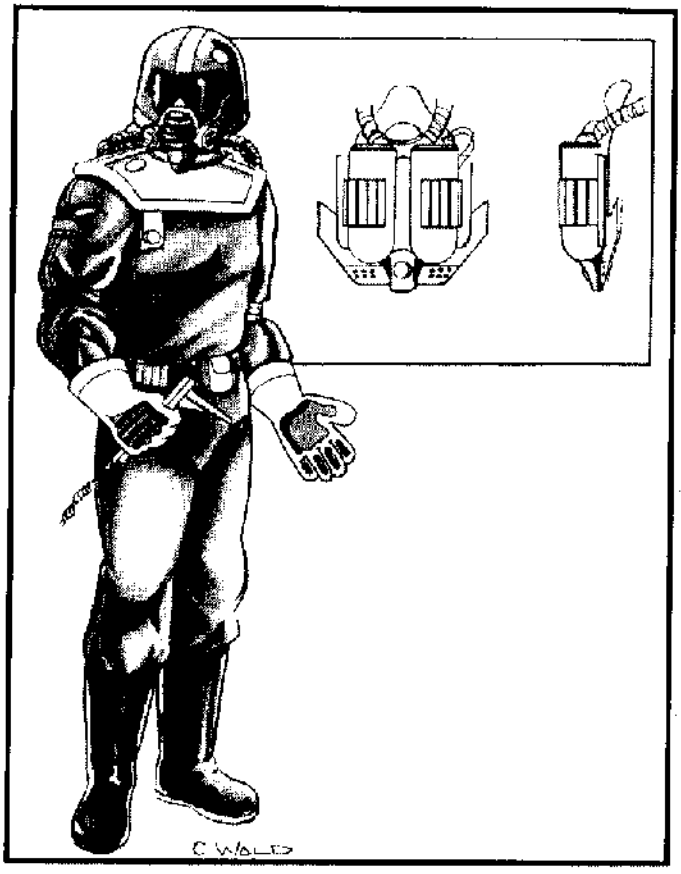
This multi-pronged hook is fired from a hollow "baton." Driven by compressed air, the grapple is attached to a thin 100m line. The rope is threaded with plastic fibers to increase durability (SDP 30). Weight 3kg.

Game Notes: *Climbing—characters can climb a number of meters equal to their MA in one round. An Average* Athletics *check should be made for every turn spent climbing. Failure indicates a possible fall. An Average BOD check should be made for the character to hang on* (Strength Feat *skill applies); climbing can resume next round. The movement rate when climbing without the aid of a rope is MA/2 in meters. The Ref should assign a difficulty number for* Athletics *or* Strength Feat *checks according to the sheerness and angle of the surface being climbed.*

Everest VentureWare Climbing Spikes

75eb (140eb for interface control)

Invented in the last century by utility crews, now available to the common edgerunner. These retractable blades/spikes are fit to the inside of your boots or legs, and can be dropped six inches past the soles of your shoes at the touch of a button. (Can also be activated by palm, belt, or interface control.) Not only good for climbing, they can also do grievous harm (1D6+3 damage, AP as knife, add BOD modifier) while kicking or stomping opponents. The spikes can be dropped just to sole level for added traction on slippery surfaces.



Esporma Environment Suit

725eb

The latest break through in electromagnetic polarizing fibers has created this wonder in hostile-environment clothing. The permeability of the suit can be adjusted with a simple thought or punch of a keypad.

The Esporma Combat Special is a must for any situation that may include poisonous gasses, bioweapons, or corrosive materials. All seams are magnetically sealed and air-tight. Gloves, boots and a hood with face shield complete the package. With an internal oxygen supply, the wearer can enter any poisonous gas without suffering ill effects. Even powerful nerve gasses which kill on contact cannot touch the wearer. In normal environments, the wearer may make various panels of the suit "breathe", which drastically reduces user fatigue. No air-tight suit is protective if the wearer cannot endure to have it on in preparation for a gas assault. The suit is also self-sealing when punctured.

Game Notes: *the Esporma suit is SP30 vs corrosive chemicals, SP10 vs bullets/blades. It will re-seal itself within 2 combat rounds (6 sec) if penetrated. The air pack is good for 60min of continuous use. With quick adjustment to the intake, outside air can be breathed with the same protection as cyberware nasal filters (CP2020, pg.84). There are 6 "breathing" panels on the suit (outside of arms/legs and sides of torso); a single panel can be sealed in 1 combat round (3 sec), sealing all the panels takes 3 rounds (10 sec). The sealed suit has a +3 EV, and a wearing duration of 45min. The duration can be increased by 15min./2 panels the wearer keeps open. Every 15min. over the duration, the wearer must make an Average BOD roll* (Endurance *skill applies), or his REF, MA and BOD stats are halved for as long as s/he continues to wear the suit.*

The Automapper™ by ThunderArc

200eb

The device for the terminally lost. Simply tell the Automapper™ your present location and intended destination and it will give you an easy to read map with the fastest route available. The Automapper™ is tied to the same vast network of databases that provide the Dataterms with their map information. An interface port is available for an additional 20eb.

Game Note: *Subject to the same drawbacks as cellular phones. Interface port can be used only by people with plugs and a Dataterm link.*

Geotech Enviroscanner

400eb

Information about your environment... Power over your world.

This compact, hand-held unit is capable of detecting and indentifying the level and direction of radioactive and biological contamination within 7m. The Enviroscanner also provides a constant reading of the purity of the oxygen in the area. The scanner has an auditory warning system, so there's no need to constantly monitor it. The scanner has an AC adapter and a rechargeable 12 hour battery. Weight 1kg.

PHARMACEUTICALS

Militech Combat Drugs

These drugs are highly illegal and only restricted quantities are available to the U.S. military (and Militech mercs). It is known that Militech has made these combat drugs available to any military force in the world that can meet their price.

Prime [500eb/dose]:

This drug narrows the user's concentration down to a highly focused point and eliminates extraneous emotion, making the user extremely cold and rational (+2 to COOL, +3 to Awareness, +2 to Stun Saves). An Average COOL test should be made when the drug wears off. Failure indicates that the suer has not made a successful transition to an unprimed state. The user is distracted and finds it difficult to concentrate (-3 to all skill use, -2 to COOL for 1D6/2 hours). Duration 1D6+1 hours.

Timewarp [300eb/dose]:

Timewarp sharpens the reflexes of the user and enhances reaction time to an inhuman level (+3 to Initiative rolls). After a dose of Timewarp wears off, the user should make a Difficult BOD check. Failure indicates that the character takes 1D6/2 points of damage from body overstress. This drug has a duration of 1D6+1 minutes.

Berserker [400eb/dose]:

It's just as bad as it sounds, this drug heightens the user's aggression, and makes him apathetic about his own safety (+2 to BOD for BTM, Stun Saves and H-to-H Damage Mods; +2 to COOL, +1 REF). After a dose wears off, make a Difficult BOD check and a Difficult COOL check. Failure of the BOD check inflicts 1D6/2 damage (BTM modified) on the user from overstress. Failure of the COOL check indicates that the user has permanently lost 1-2 Humanity points. Duration is 1D6+1 minutes.

Game Notes: *It would be extremely difficult for any normal (non-military) Cyberpunk character to obtain these drugs legally. A Near Impossible* Streetwise *check or a Very Difficult* Streetdeal *check could be made to obtain a single dose of one of these drugs at triple cost.*

Trauma Drugs

Manufactured and distributed by Trauma Team International, these trauma drugs are designed to meet the needs of any field medic. No good medtech would be caught without them. Available in liquid form for use in air hypos or as a single dose slap patch.

Sedative [40eb/dose]

This drug will render a patient unconscious safely and quickly. A Very Difficult BOD save can be made to maintain consciousness (-3 to all tasks for 1D6+1 rounds due to groggyness). Duration is 1D6+1.

Stim [50eb/dose]:

This drug negates the mods for any wounds the patient has taken (CP2020, pg.103). Duration is 1D6+1 minutes, after the drug wears off the patient automatically takes 1-2 more point of damage.

Surge [75eb/dose]:

This drug acts like an endorphin. The patient receives a burst of energy and can ignore the need for food and sleep and receives a +1 to his Stun Save. Duration is 1D6+1 hours. The patient's stats will be halved after the drug wears off until he receives at least 5 hours of sleep

Trauma I [60eb/dose]:

This drug is administered when the patient is in a Mortal Wound state. For the duration of the drug, Death Saves are 3 points easier. This drug is usually applied by non-medical personnel or even the patient himself since stabilization is always a better course of action. Duration is 1D6+1 turns.

Game Notes: *These drugs are legally available to licensed medical personnel. They can also be obtained illegally with an Average* Streetdeal *check or a Difficult* Streetwise *check. If obtained illegally, prices are doubled.*

Surveillance Kit

3500eb

A] Miniature Listening/Monitoring Equipment

20 mini-mikes with a battery life of 1 month. 10 fiberoptic micro-cameras with a battery life of 3 weeks (continuous transmit only ; 1 week if stored). 10 chip-bugs, to be installed in electronic communication devices; they run off the power of the device. A multi-band receiver with chip recorder (1km range). All bugs can be switched off remotely to avoid electronic detection.

B] Tracers

20 tracer bugs with a battery life of 1 week. A receiver with a range of 10km. The receiver tells you the direction and distance of the bug.

C] Ranged Microphone Equipment

A directional mike with a range of 50m. It is unusable if there is a great amount of noise behind your subject. A vibrational mic with a range of 200m. The mic projects a laser onto a windowpane, and detects the vibration on the glass created by speech beyond it; a microprocessor translates the vibrations into speech. This is useless if there is anything obscuring the glass on either side.

D] Digicamera

Similar to the standard Digital Camera (*CP 2020*, pg. 59), except this one has telescopic (10x), IR, and wide-angle lens options, plus a fiber optic flexilens for shooting around corners and under doors. It can store up to 500 images.

Visual Adapter

100eb

This device allows IR, UV, Lowlite, or Telescopic scopes/lenses to be attached to a digital camera or video cam. The cameral can then take advantage of the enhancements provided.

SecSystems Detection Wand

175eb

This is a hand-held metal detector. It is designed to detect weaponry and cybernetics. It only has a range of 10cm so it must be run over the subject's body to be effective. It has a rechargeable battery that is good for 2 hours of constant use. Weight 0.5kg.

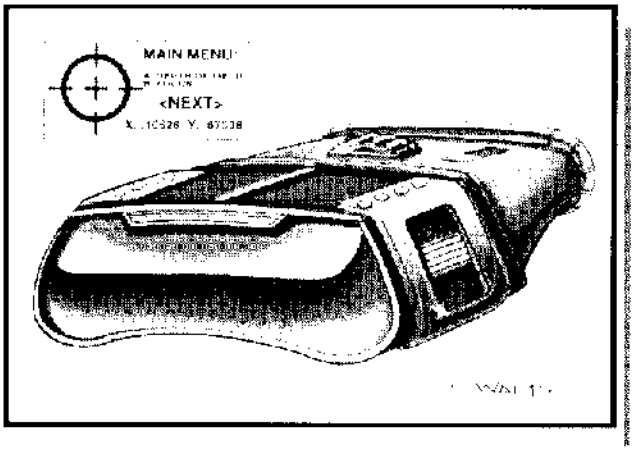
Optitech MagViewer

375eb

A more powerful version of the common binoglasses (*CP2020*, pg.58 or 68), this binocular-style viewer has 20x magnification with an auto-focus system. It has an active sonar rangefinder, and a time/day display. Weight 1kg.

The Optitech MagViewer may also have one of the following options:

Passive Infrared	100eb
Lowlite	125eb
Digital Camera	75eb



IEC Domitic System

Cost (see below)

The Domitic System (from latin "domus", the house) is the major achievement in European houseliving. It is a computerized home managing system that controls the domestic functions of your house; that is to say, electricity and water supply, heating, security alarms, but also more specific needs you might have (like automated weapons or secret surveillance systems). Wired throughout the house frame, the system has many sets of sensors (optical, acoustic, and thermal) to monitor your household in accordance with the programs/procedures you've established. All the commands are given to the central computer by voice (such as "light, please" or "Bath in five minutes and I want to see news on NN54."). The house comp is engineered to identify specific voice pattern(s) and obey only its registered "masters." Most buildings (including corp offices) in Europe are managed by Domitic Systems.

Cost is 50-250eb (1/2 D10 x 50eb) per square meter (for a 120m^2 conapt, 6000eb to 30,000eb). The majority of D-systems have Net access, making them vulnerable to 'runners, but the more powerful comps (INT 4+) have some defence.

Virtual Ventures, Ltd.

It's time for a virtual reality check!

Have you ever dreamed to live Napoleon's last battle at Waterloo? Did you ever want to see the destruction of Pompei with death under lava and ashes? Conquer Jerusalem with Richard Lionheart? Take the Bastille alongside Sansculottes? All this is possible with Virtual Ventures, Ltd. Our company, out of Bergen, Norway, now offers you travel in time!

Using Braindance tech to drive the action while high-realism VRs enhance the backgrounds and interactive aspects, our powerful computers have recreated the ancient worlds with a level of detail unequalled in the past. IOur emminently qualified techs and programmers will monitor you as your mind takes this marvellous trip. Whether you're lying in one of our comfortable iso-booths or Net-interfaced in your own home, you'll enter a super-realistic world designed by the best historians, psychologists, and entertainment engineers available

History is no longer boring. Try a new kind of entertainment. Leave your world to live another life! And share the experience with dozens of other travellers connected with you, in the same reality, where you can act freely and safely.

Game Notes: *The latest upper-class entertainment to sweep Europe, Virtual Ventures uses a VR world of over a hundred-million objects with a Super-realistic level of reality. Altered braindance equipment allows the subject to "drive and direct" the scenario or simply be "swept along" by it. People can participate individually, or as a group. This is all supported by a group of super-computer mainframes in the Virtual Ventures, Ltd. complex. It's the only place doing this sort of large scale interactive entertainment, so you've got to eat the cost of a plane ticket or a long-distance call to the Scandanavian Block.*

PRICE SCALES: PRICES ARE GIVEN IN EURO FOR 3, 6, AND 12 HOUR TRIPS.

THE DESTRUCTION OF POMPEI	1000/2000/4000
THE LAST HOURS OF THE TITANIC	1500/3000/6000
D-DAY	1650/3300/6600
ONE NIGHT IN VERSAILLES	1200/2400/4800
ON THE ROAD TO JERUSALEM	950/1900/3800
MY FRIEND, JACK THE RIPPER	1000/2000/4000
THE DEATH OF JULIUS CAESAR	900/1800/3600
RAID WITH THE NORSEMEN	900/1800/3600
THE CRUCIFIXION	2500/5000/10,000
THE FRENCH REVOLUTION	1600/3200/6400

Royo Bodyfree Masks

60Deb

"A naked face is an empty face"

—Roman Van Voorst, novelist

If you want to be part of it, you must absolutely wear one of the Royo's masks. These very thin bio-plastic devices are the perfect embellishment for your face. They are impregnated with nanotech that respond to light or body temperature. The mask doesn't hide your face; it erases all imperfections to show only the natural body contours and enhances it with moving colors, shades and shapes in accordance with you mood.

A Royo mask is weightless, doesn't keep you hot and sweaty and is molded to your features for better comfort.

"Never go to a party without a mask... unless you especially like to be ridiculous!"

—Delphine Joyce, actress

Game Notes: *A Euro-fashion affectation, Royo masks add 1 to the ATTR stat. If you make a Difficult* Personal Grooming *roll, the ATTR bonus is +2. For an additional 50eb, Bodyfree masks can be purchased with modifications allowing them to function as a filter mask vs. smog or a one-use mask vs. irritants such as tear and pepper gases.*

Optical Remote

100eb

The device of the '20s. Turns any home appliance into a remote-controlled one. A special self-adhesive device is worn on the temple and covers one eye. It reads the eye's movements and translates that to a command to either operate, stop, or change function. A cyberoptic upgrade is available that operates off your Times Square Marquee™. Included are receiving devices that connect to your appliances.

Game Note: *Range is 2m. Any such-equipped appliance can be operated by any Optical Remote transmitter (uses an IR beam).*

IEC Solodrinker

Price varies; see below.

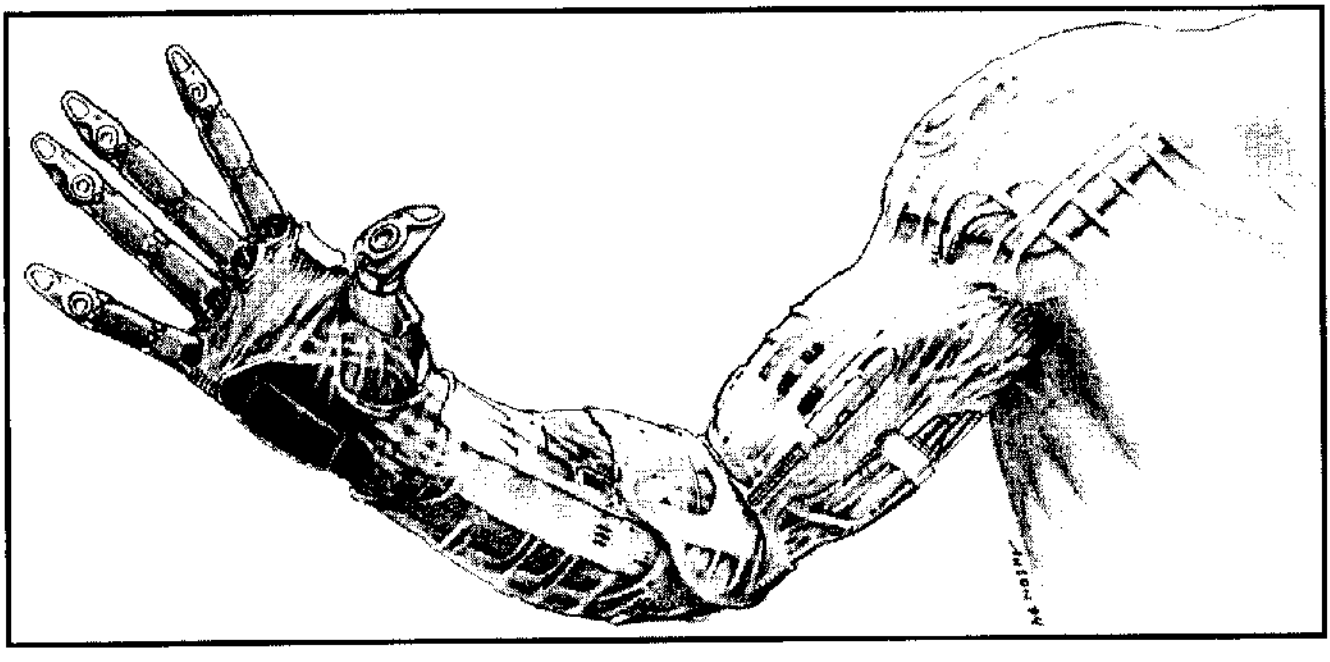
Invented by famous artist, Dave Ervbef, for his personal use, the Solodrinker is now IEC's best-selling houseware in Europe. The Solodrinker is a compact unit that can produce synthetic alcoholic beverages and cocktails at will. Name it and you have it.

The Solodrinker comes in may versions and sizes, from the Classic to the Luxury 12.; they all use special Sanders' brand fluid cartridges with different flavors and imitations of exotic drinks. Of course, the S-D can't match a real 24 year-old Scotch Whisky—but you have the taste, you have the look, you have the alcohol, all for a tenth of the price! With an IEC S-D, you can forget you old-fashionned bar; suprise your friends with strange, totaly-new cocktails. The Solodrinker can be installed in all houses, vehicles or public places. Ask IEC for more information.

THE CLASSIC (110EB): It can prepare up to two glasses at the same time in two minutes. 10 flavor cartridges.
THE WAITER (175EB): Up to four glasses can be prepared in one minute. 25 flavor cartridges.
THE MATE (250EB): Can prepare one glass in twenty seconds. 50 flavor cartridges.
THE LUXURY 12 (715eb): Prepares up to twelve glasses at the same time in one minute. 50-100 flavor cartridges.

CLASSIC FLAVORS CARTRIDGE: Scotch, vjodka, brandy, tequila, bourbon, aquavit, mescal, sake, etc. 5eb (10 flavors for 100 drinks); 15eb (25 flavors for 100 drinks); 50eb (50 flavors for 200 drinks).
FRANCOPHILE FLAVORS CARTRIDGE: A mix of red and white vintage wines, along with a selection of champagnes. 8eb (10 flavors for 50 drinks); 25eb (25 flavors for 40 drinks); 50eb (50 flavors for 30 drinks).
EXOTIC FLAVORS CARTRIDGE: Rare and exotic alcohols from all over the world, with newly created tastes./ Perfect for colorful cocktails. 9eb (10 flavors for 35 drinks); 28eb (25 flavors for 35 drinks); 60eb (45 flavors for 35 drinks).

CYBERWARE



"For once the Americans have it right. After years of re-runs and TV dinners, the Americans have generated a new art form. Of course, the height of American art comes not from the top floor of some corporate tower. This true art comes straight from the Streets of America. It's visceral. It's technical. It's art. It's Cyberfashion. Street doctors have mastered weaving human flesh with cyberware. The results are beautiful and sometimes disturbing. Perfect art!

"Self mutilation has always been stylish—in some ways, so has pain. Sadly, we in Europe have sanitized the whole process. no good art has ever come from this lack of suffering. If anything can be said about the Americans, it is that they have suffered. Their new art reflect this pain and pierces the flesh. As I said, perfect art!"

—"American Cyberfashion" by Gabriel Gaboriau in EURO-VOGUE, the fashion magazine of the European Commonwealth (English Edition, 2021)

Sycust "FleshWeave"
20% cost of Cyberlimb + 200eb

Gaboriau on FleshWeave: "Conventional cyberware designs have stressed pure contrasting separation of the meat and metal. This was an interesting statement, in its time. Now, this drab dichotomy merely denies the inevitable and even greater merging of flesh and cybernetics. We need a change. "FleshWeave" is the change. American tech-artists have mastered the creative use of human skin and cybernetics to give a techno-organic look to cyberware. Patches of cloned skin are woven through the designs of the inorganic hardware and reconnected to the body by small bio-systems running through the cyberware itself. The result is a cyberarm or leg that has interwoven flesh! Beautifully disturbing, this is undoubtedly the choice of the next generation."

Game Note: *This effect requires that 1 option space in the cyberlimb be taken up with the biosystem support. If this type of limb takes damage, its repairs cost 50% more than normal. HC=0.*

Dynalar Technologies "Digits®" Cyberfingers

We've done it again! The latest cyberfinger options from the innovators in cyber-appendages: *Dynalar*. Fully compatible with virtually any cybernetic hand or arm; easily installed in the privacy of your own home.

IR/UV Flashlight

200eb

This cyberfinger can project both ultraviolet and infrared light. The projected light is a conic beam with an effective range of 10m. Designed for use with passive IR and UV cyberoptics or imaging systems. HC: 1

Cyberfinger Probe Link

150eb

New from Dynalar, yet another in the ever-growing range of cyberfinger options. The fingertip removes to reveal a standard male plug for machine, vehicle, or dataterm interfacing (you must have the required link in your neuralware processor). Note: -1 to all actions with vehicles. Cannot be used with Quick-Change option. Surgery: N, HC: 0.5

Flare

200eb

This finger opens to fire a miniature emergency flare. In ideal weather conditions the flare can reach altitudes of up to 150m. Flares are available in red or green. A white illumination flare that will negate darkness mods in a 25m diameter is also available. Replacement flares cost 15eb. Range is 35m and damage is 1D6/2 for 2 rounds if used as a weapon. HC: 2

Parabolic Microphone

350eb

This cyberfinger (and plug-in mike) was designed to be used with the owner's cyberaudio. The directional microphone allows the user to hear as if he were twenty times closer to the sound source. An automatic filter helps eliminate background noise and serves as a level dampener. Only usable with cyberhands that are part of a full cyberarm. HC: 2.

Storage Compartment

75eb

The inner mechanisms of this slightly-oversized cyberfinger are reduced in size and placed near the knuckle of the cyberhand in order to create a small storage space inside the finger. HC: 0.5

Flasher

250eb

The tip of this finger can be removed to reveal a set of minature one-use halogen bulbs that flash stroboscopicly (replacement bulbs are 25eb). Anyone looking in the direction of the Flasher who fails a Difficult REF roll will receive a -4 'blinded' modifier to all actions for 1 min. HC: 1

Laser Pointer

150eb

This directional laser projects a bright red dot that your audience can't miss. It's probably the easiest laser pointer to use since it's integral to your cyberhand. With an effective range of 20m, you can lay it (if forefinger-mounted) alongside the barrel/action of your pistol or SMG as an impromptu laser sight. Warning: avoid direct eye exposure or blindness may result. HC: 0.5

Cyclops International "Bug Eye"

750eb each

Standard cyberoptics don't have enough options for you?

Do you want a cool look? Then the CI Bug Eye is for you!

The C.I. Bug Eye is an oversized cyberoptic that fits into an extended optic mount. Because of the eye's larger size and the extended mounting, it looks like a bulging insect eye. CI offers a variety of eye appearances, ranging from Chrome to Muti-faceted. Regardless of the cosmetic appearance of the eye, it can hold six Cyberoptic options, and must be installed in pairs. Referees may wish to impose a ATTR penalty (-1 or -2) for having such eyes implanted. Surgery Code: MA, HC: 3D6.

RAVEN®
MICROCYBERNETICS

Raven Microcyb Supercompact Braindance Recorder

15,000eb

Somewhat disturbing to look at, but a lot easier to run around with than standard braindance recorders. It fits on the back of your head and contains a metal interlink that goes directly through your brain(!) A 2.5cm diameter locking disk covers the download port. Up to 2 hours of 'dance action can be held before downloading to a storage or editing unit. Surgery: CR, HC: 2D6.

Dynalar

Smartgun 2® SmartPlate Weapons Link

300eb

Chip your weapons without plugging in!

Using high-frequency magnetic induction plates in your cyberhand, you can now operate your smartweapons without actually using your plugs. No more fumbling with interface cords! You can instantly have "smart" weapons anytime, anywhere! Plus, as an added bonus, your existing smartgun processor can be easily modified to accept SmartPlate commands.

Game Note: *The induction plates are installed in your cyberhand; appropriate modifications are made to the weapon's grip and your smartgun link. Cost covers these mods. If you want to "smart-up" a weapon/cyberhand combo from scratch it will cost 3x (instead of 2x) normal price.*

Leg Boosters

500eb

Springs of hybrid memory-material are installed in the user's cyberlegs (which have been altered with telescoping housings), and the joints have been reinforced to better absorb impact. The Boosters will increase the user's Leap distance by 3m. Uses two option spaces.

Game Notes: *This option is usable only when installed in a pair of cyberlegs. If the cyborg can land on his feet after a fall (Very Difficult* Athletics *test for a fall, automatic for a deliberate jump), the modification can absorb some of the impact (-3 from falling damage). These legs automatically have the Reinforced Joints cyberlimb option (+5 to SDP). Leg Boosters cannot be used with the Thickened Myomar or Hydraulic Ram (CP2020) options. They can be added to Speeding Bullet* (Solo of Fortune, *pg.32) legs. Surgery: N, HC=1D6.*

Falls: A fall does 1D6-1 per 3m fallen. Someone who intentionally jumps can safely negotiate a number of meters equal to his REF/1.5 (round down). Falling damage is applied to the whole body and is modified by BTM and armor. Soft armor (includes Skinweave and Subdermal Armor) affords 1SP vs. falling per every 50SP worn. Hard armor (includes Bodyplating) gives 1SP of protection per 25 SP worn.

Cyberoptic Compass

300eb

This option acts as a standard compass, displaying directions via TimesSquare, and it can also function as a logcompass (*CP2020,* pg.58). Uses 1 option space, 2 if the logcompass. HC: 1

Mediaware Cellular Phone

500eb

A cyber-implant option. There's no need for a Phone Splice with Mediaware's internally-implanted mini-cellphone. It operates exactly as a normal cellular phone would, using the same technology that made the Wearman II (*Chromebook 1, page 38*) famous! HC: 3, Surgery: MA.

KIROSHI

Laser-Comm Optic

425eb

A low-power laser projector/receiver and processor is installed in a cyberoptic, requiring all option spaces. When in direct sight (*Difficult* REF roll) with another Laser-Comm eye, the users can communicate via pre-arrainged comm-code (your choice of coding at installation, replacement code chips cost 175eb). Must have TimesSquare, Subdermal Screen, or cyberaudio to understand messages. Civilian or military laser-com units can be tuned to recieve Laser-eye transmissions, but attempting to receive a laser-comm transmission will cause damage to the eye! Effective range is 20m (Max range is 50m, but -8 for any attempt over 20m.) Surgery: M, HC: 1.

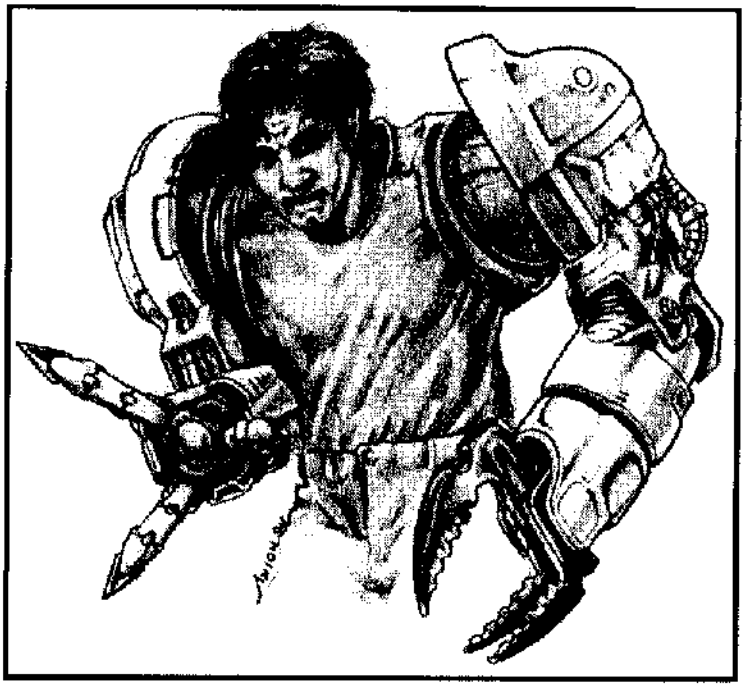
LiveWires

400 Eb [200 Eb as Body Implant]

Gaboriau on LiveWires: "The well-named LiveWire cyberenhancement is an emerging cyberfashion developed by a nameless underground genius. These "prehensile" interface cables work on a design principle much like the ruthlessly stylish Cybersnake. I have, in my travels, seen LiveWires implanted in palms, the base of the neck, the fingers of cybernetic *and* flesh hands, and once in the mouth—how delicously shocking!"

Game Notes: *LiveWires can be housed in any bodily space large enough to fit a 45cm wire, with an exit hole at least 6mm wide. LiveWires work exactly like Interface Plugs/Cables except that they can move in a autonomous fashion; that is, without needing their human host to pull them out of a pocket and plug them into the desired port (they can extend and retract by themselves). When the LiveWire moves, it looks almost like a snake or worm. Surgery: M, HC: 2D6.*

SuperSized Arms



Made to order (between 4000-5000 Eb)

From Sycust and SRC (Super Robot Corporation, aka "Soviet Resale Cyberware"). Of course, no one would want these bulky arms as is, so the shop hired some local artists to give the arms some pizzazz. Now, the arms are horrendously mutated and sculpted to look like the arms of some creature out of an old "B-Movie". A favorite among American streetgangs.

Game notes: *Basically, these are Cyberarms at least one size too large for the customer. 2D10 crushing, 3D6 punching, SP 20 and SDP of 30. Due to their bulky size, all REF-action rolls attempted with that arm are at -2, and there is a permanent Encumbrance Value of 1. They also add +1 to your Rep in facedowns.*

The Bonespike

1000eb

This body weapon involves implanting a piece of vat-grown bone, which is reinforced with a polymer weave, into the user's forearm. The 17cm length of sharpened bone is anchored to a series of synthetic muscles. The Bonespike can be extended through a slit in the palm by tilting the hand up and flexing the muscles.

Game Notes: *The Bonespike inflicts 1D6+4 damage. Parrying is inadvisable (to avoid breakage, roll 3 or less on a D10). It is a Very Difficult* Awareness *check to spot the slit in the palm and the Bonespike itself cannot be detected by common means (to most X-rays and basic scanners it looks like some sort of forearm reinforcement). It is considered black-market cybertech in most judicial regions. Surgery: MA, HC: 2D6.*

BODYWEIGHT
Life Preservation Systems

AutoInjector

750eb

This handy device consists of a subcutaneous drug reservoir that is implanted in the user's forearm and tapped into a vein. The AutoInjector can hold up to five doses (dose types can be mixed) of any liquid drug. Pressing down three visible spots on the skin near the injector's position will cause it to release one dose into the user's bloodstream. For 200 euro more, the auto-injector can be hardwired with a Biomonitor. Then the injector can be programmed to activate when certain conditions are met on the monitor's readout (unconsciousness, extreme stress, fear, arousal, etc.). The injector's reservoir can be refilled by anyone with *Medtech* 3 and a properly-modified airhypo. Surgery: M, HC: 1D6/2

BODYWEIGHT
Life Preservation Systems

Pacemaker Coprocessor

150eb

This sophisticated coprocessor monitors the subject's heart and sends a restart signal if the heart ever stops for more than 7 seconds. It will keep a 'runner from being killed by the Hellhound program (character must roll less than their BOD on a D10, if successful, he is conscious and any damage taken from Hellhound is reduced to 1 pt./attack). Installed as an add-on to your basic Neuralware processor. Surgery: N, HC: 2 pts.

Dynalar

Dynalar Web Hand

250eb

For use with cyberarms and independent cyberhands. The Web Hand has thin polynylon membranes extending between each finger. This option is most effective if used in conjunction with the Web Foot (*CP2020*, pg.90). The membranes can be retracted into the hand when not in use.

Game Notes: *this option increases swimming speed by 1-2m/round, and adds +2 to* Swimming *skills (only +1 if used in combo with the Web Foot), due to increased maneuverability. Surgery: N, HC: 2.*

Fresco's Personal Nano-Groomers

400eb

Look your best without even trying!

In today's fashion oriented world, it's not enough to look great just some of the time; you've got to look just right all of the time. And now you can! Fresco, Inc. brings you your own personal Nano-Groomers. These microscopic machines work around the clock to make sure you look great. Fresco Inc. offers three separate nanoid packages: Minty Fresh™ breath, Hollywood Hair™ and Clearcell™ skin. Any one package adds +2 to *Personal Grooming* skill plus an additional +1 per extra package to a max of +4 (all three packages). Surgery: N, HC: 0.5.

CapsuleCo CyberPillow™

80eb

It's 4:00 AM. You're staking out the lair of the *Pretty Soldier* posergang, waiting to take down their leader. Your partner has his nose buried in the latest *Nathan Never* book...and you could really use a catnap. Fortunately, you came prepared--you hit the convenient thumb trigger, hatches in your arm pop open on silent, frictionless hinges, and your CapsuleCo. CyberPillow™ inflates. You cross your arms behind your head and zonk-out, resting your head on the non-allergenic hyper-nylon pillowcase...only to be woken by the report of a sniper rifle, and the wet gurlging noises your partner is making. Another flick of the thumb trigger, and the CyberPillow™ quickly deflates and automatically repacks itself into your arm, clearing the way for you to pull out that diesel train engine you call a pistol and start hammering away... Surgery: M, HC=0.5.

CyberPillow Cases by KraftMatrix

10eb

Only a poser would go onto the street with a plain white pillowcase!

KraftMatrix is proud to introduce, under licence from CapsuleCo., designer pillowcases in a variety of camoflage schemes and fashion colors. All designs are available in nylon or Kevlar™.

Patterns available: Street Camoflage (#82), Jungle Camoflage (#02), Tiger Seal Pattern (#66), Hot Pink (#12), Neon Green (#23), and Talsorian Rex® the CyberSaur™ (#47).

"Better living through invasive surgery."

—Radio ad, 2020.

CYPHIRE

"Spitting Cobra"

400eb (700eb if retractable)

Cyphire Cyberware's new modification of Vampires (*CP 2020* pg. 76), this allows you to spit acid (or other chemicals) through nozzles in the front of the teeth. The acid damages as an airgun pellet (*CP2020* pg. 97). The effective range is six feet; beyond that people will get a few splashes which will cause pain, but no quantifiable effect. All targets are considered to be close range. If installed in retractable Vampires, the teeth must be fully extended to use the acid; this keeps you from burning your own lip.

If the acid is sprayed while someone is bitten (Average REF + *Brawling* task during normal combat; it isn't automatic), it automatically hits and does double damage. It also ignores all armor, and does not damage the armor. The acid is stored in a reservoir at the top of the back, and one pack contains enough acid for twenty spits.

Game notes: *Surgery is M, HC: 4D6. This includes installation of normal Vampires. If combined with retractible Vampires, the cost is 700eb, and the surgery is MAjor. The Spitting Cobra cannot be retrofitted to existing teeth. Note that this modification is illegal in many jurisdictions. Raven Microcybernetics will not install it in such places, nor does it sanction the use of such cyberware purchased elsewhere in an area where it is proscribed.*

Optical Interface

600 Eb

Gaboriau on Optical Interface: "This cybereye fashion option allows the user to plug Interface Cables into the Cyberoptic itself! I found the Optical Interface most fascinating, and I feel sure that clinics all across the world will soon offer this beautiful enhancement. When in use as a plug, the optic rotates in the socket so that the lens is completely protected from any potential scratching."

Game notes: *The Optical Interface is an entire cyberoptic with an interface port built in—it provides normal cyberoptic-type vision but cannot be enhanced with any other options. Surgery: MA, HC: 2D6+2.*

KIROSHI

Hiroshi Optics Cyberoptic Interferometry System

400eb

Kiroshi brings the principle of phase interferometry to cyberoptics. Long used in radar monitoring to improve resolution, this technique compares the signals received by two or more receivers (such as cyberoptics), and uses to information to provide vastly increased resolution. Kiroshi's Interferometry gives you all the benefits of 10x magnification, both microscopic and telescopic, at all times, with none of the disadvantages, such as a reduced field of view. It is difficult to imagine the improvement: you will just see more clearly than you ever believed possible.

Game notes: *The interferometry package takes one option in each cyberoptic: it must be installed in both, or it doesn't function at all. In addition, a separate processor must be installed, to correlate the inputs. Surgery: M (if cyberoptics already installed), HC: 1.*

Kiroshi Optics "Tricloptics™"

Third Eye Cyberoptic Implant

Price varies (see below)

The Indian gods have them—why shouldn't you?

Now available in most cyberware clinics, this Kiroshi creation allows the installation of a third cyberoptic in the center of the forehead. The optic is a standard type (no options included. It's possible to install more eyes, although these options require increasing amounts of surgery, and increase chances of cyberpsychosis.

Third eye in forehead: 750eb, CRitical surgery (they have to take a chunk out of your skull), HC 3D6. This options gives -1 ATTR; it can be corrected with plastic surgery.

Additional eyes in the face have the above effects, and a maximum of four (including the original two) can be accommodated. Eyes elsewhere on the head have an HC of 3D6+2, and the ATTR loss is -1 per extra eye; this loss cannot be recovered.

Dynalar Technologies "Endo-Frame"

CyberSkeletal Enhancement

Basic model: 12,000eb per upper/lower body section; HC: 2d6+1 per section

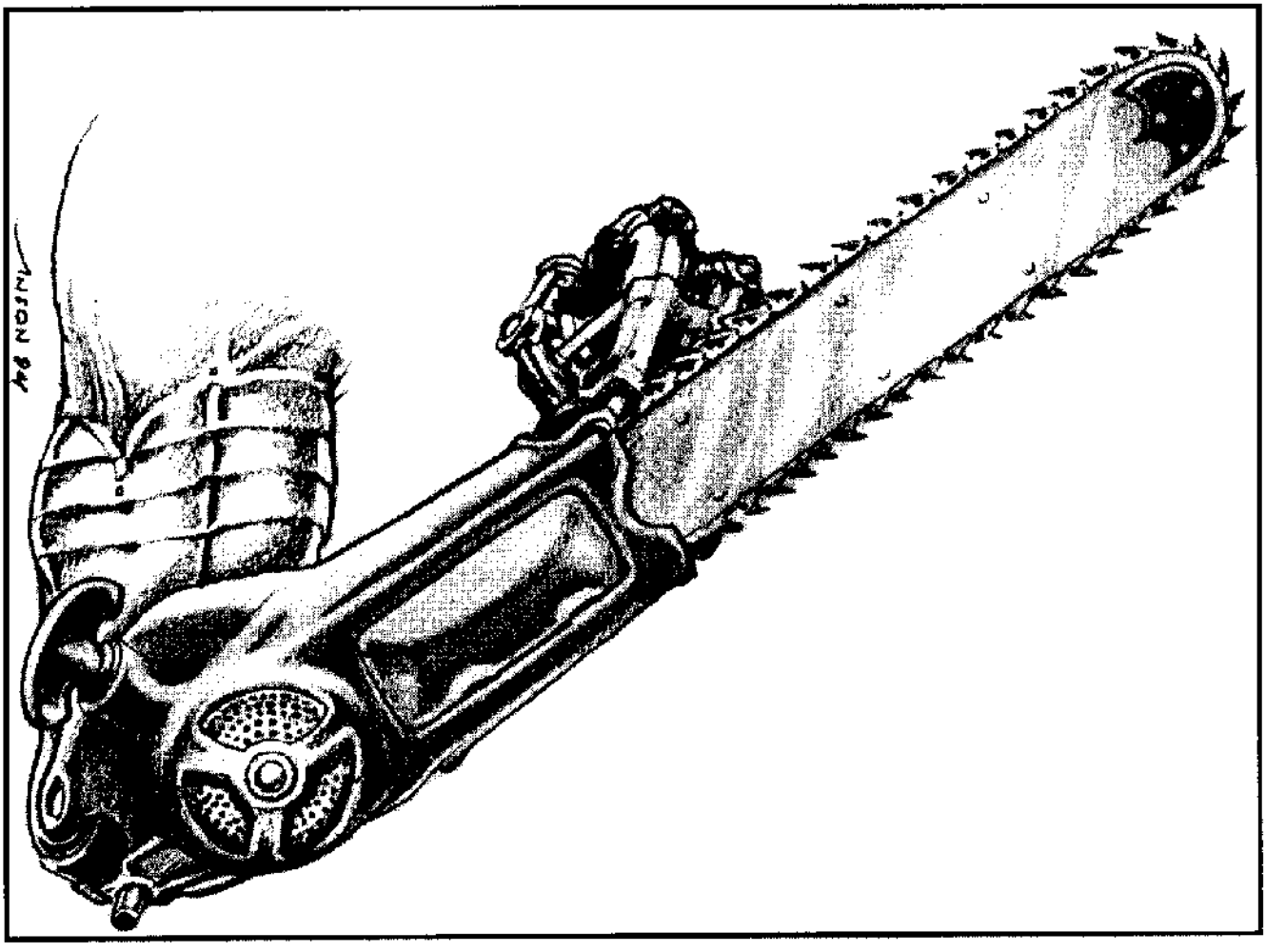
Orbital model: 25,000eb per upper/lower body section; HC: 2d6+3 per section

The same genius who came up with subdermal armor decided to put this idea to work throughout the body. But after replacing some poor chump's skeleton and finding out that he couldn't make blood cells afterwards, he decided to alter the design.

The endo-frame takes your entire skeleton and sheathes it with a stainless steel and myomer framework that increases your BOD stat by 3 for purposes of *Strength Feat* skill rolls and lifting/carrying. The BOD increase also effects BTM, but only vs.melee/H-to-H damage. H to H (not melee weapon) damage is increased by +1. For purposes of severing damage, each limb must now take more than **10 points** of damage. As a side effect, you set off the simplest of metal detectors and have a permanent EV penalty of +1.

The endo-frame comes in two sections: upper and lower body. Both sections must be bought to get the effects. A model does exist made of orbital alloys with power assist. This has a +2 bonus to H to H *and* melee weapon damage; there is no EV penalty, and limbs must take more than **12 points** of damage before being severed.

Surgery can be done *only* at the best clinics (Scandanavia and the Orbitals) and base cost is 4000eb per section implanted. Surgery is Super CRitical, taking about 12 hours per section, doing 6D6 damage for each surgery and you have to be **Medical Tech +8** to perform it. It is not advised to have both sections installed the same day. The Endo Frame will not function until both sections have been installed.



Husqvarna ChainRipp®

1250eb

A cyberarm weapon option manufactured by the venerable Husqvarna company. Designed around an enlarged BigRipp frame, the weapon consists of a high-speed chainsaw with replaceable ferro-ceramic teeth. The ChainRipp is installed in the forearm and extends through a slot in the wrist. For industrial chic, an exhaust port can be installed near the elbow and a ripcord can be placed near the wrist. With the ripcord installed it takes one round to activate the ChainRipp. Uses two option spaces.

Game Notes: *Damage is 3D6 AP, Soft Armors reduced 2SP/hit. Surgery: N, HC: 2D6+4*

"ChainRipp!? Oh yeah, just go right ahead and advertise the fact that you're a raving looney who doesn't care about splattering blood all over twenty witnesses who can positively I.D. us?"

"...But... it's so cool..."

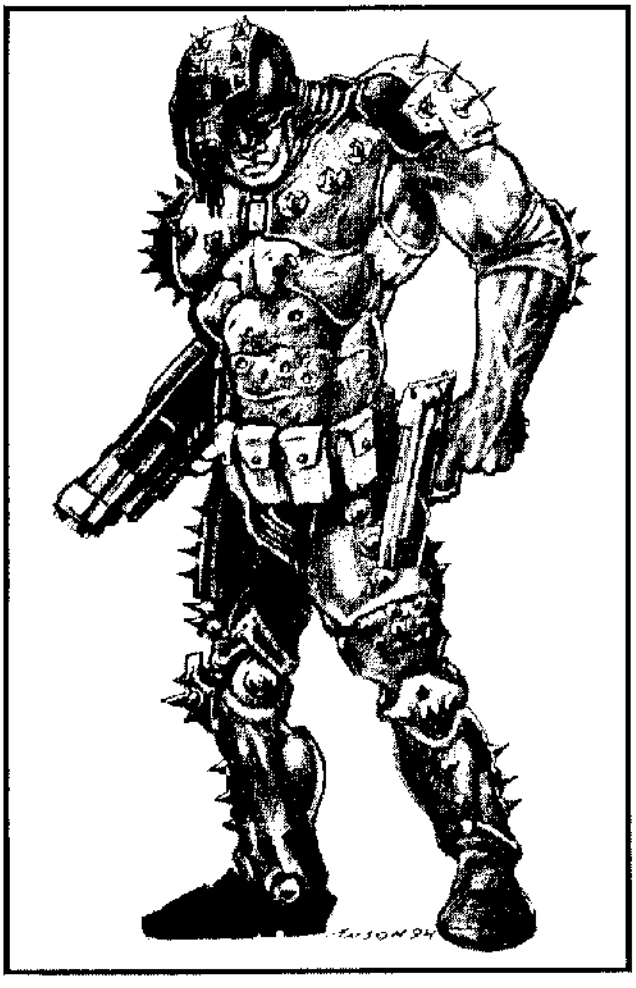
—Bishop and Catseye, two minutes after 'retiring' an EBM exec in the Hari Kiri Sushi Bar

Dermatech Inc.

Dermatech Cam-O-Skin

850eb

Dermatech, the cutting-edge dermal implant company, offers the latest in personal camouflage systems. Sure, the other guys can sell you "sneak suits," but only Dermatech can make you into a true chameleon! The Cam-O-Skin system consists of a series of strategically-placed implants and a control system that can be linked to an external control pad or tied into a neuralware processor (for direct control). These implants are linked via a microprocessor system which controls a reservoir of tailored nanoids. Upon command, the nanites modify the pigmentation of the skin (requires one hour for the pattern to become established and "set"). These nanites can produce up to eight different basic camouflage patterns in the user's skin (jet black, green, brown, etc.). The camouflage patterns are not terribly complex, but are adequate. Observers are at a -1 to *Awareness* skill if the wearer is motionless and normal if the user is moving. For every 20 meters between the user and the observer, there is an additional -1. Removing Cam-O-Skin implants requires the same time and cost as the implanting procedure. Surgery: N, HC: 1D6/2.



Slamdance Inc.

Spyke!™ Furniture

for Body Plating & Full Borgs

Prices Vary (see below)

Spiked plates can be bought as a form of "bolt-on" unit for normal or Total Body-Plating, or for Full-Borg Conversions (see *CP2020* or *Chromebook 2*).

AREA	PRICE	DAMAGE BONUS	HC
HEAD	400eb	1D3+1	+1
SHOULDERS & UPPER CHEST	500eb	1D3+2	+3
ARMS (BOTH)	450eb	1D6	+2
LEGS (BOTH)	600eb	1D6+1	+2

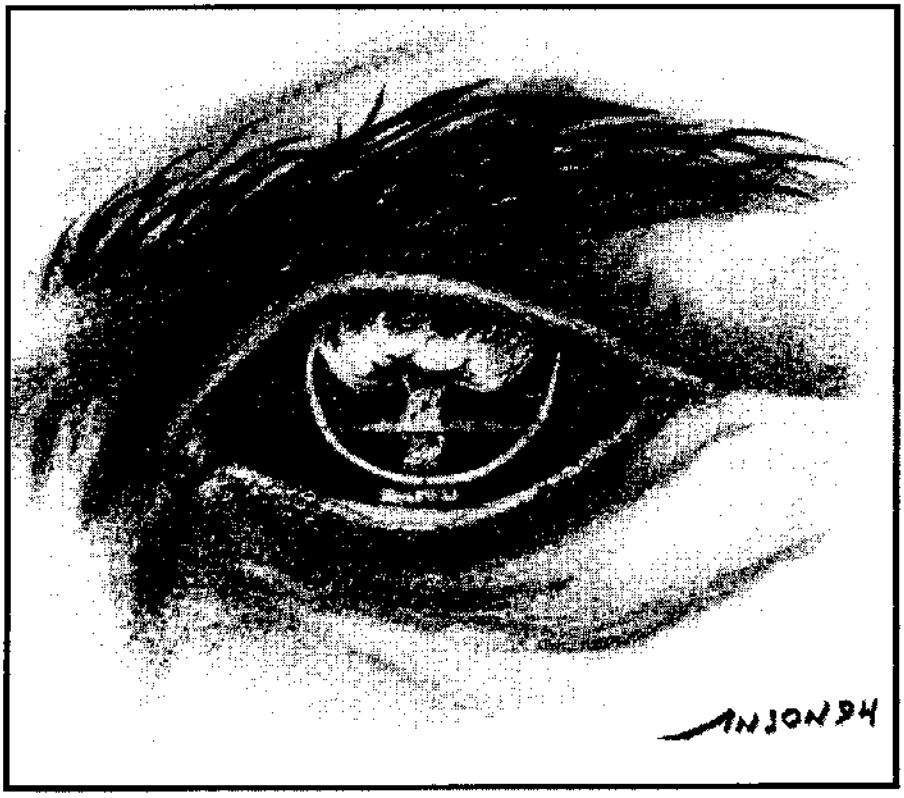
Game Notes: *Damage bonus is added to your H to H damage; it is modified by Body Type, and can be used with Martial Arts. The bladed spikes are rated AP (but penetrating damage is not halved). HC bonus is added to the normal HC for the cyberware to which it's attached. All spike plates are 10 SP and add 10 SDP to the cyberware involved.*

Wyzard Technologies "Romanova" Cyberlegs

5000eb per pair (not normally available individually)

Gaboriau on Romanova Cyberlegs: "I predict these enhancements will dominate the Riviera in the fall season. Inspired by popular street retrofits and marketed by a small firm in Switzerland, the "Romanova" legs add fashion and style to what would otherwise be pedestrian cyberware. Designed with the feminine customer in mind, these products sensitively accentuate a woman's (or any close approximation's) figure. These legs come in designer styles such as Chromed Silk, Revealing EndoTech and Lady Leather. Regardless of the particular design, the leg's look is based on the sensibilities of high-heeled fashion shoes without the inconvenience or discomfort. These legs are perfect for a night on the town or just to turn heads. The heels include compensation coils and shock absorbers to increase support and comfort level, and balancing gyros add extra stability, making them as comfortable as sneakers with megabytes more fashion."

Game notes: *These are like other cyberlegs, except they're more comfortable and they add 4-6 inches of height. They shouldn't be confused with Spike Heel Cyberfeet; they have no more offensive capability than Italian-made pumps. Because of the innovative design (thanks to the gyros), these cyberlegs don't even reduce your MA. They do add +1 to* Wardrobe & Style *in the proper situations.*



Wyzard Technologies

Verbal-Eyes™ series "Windows of the Soul"

750eb per Optic

Let your eyes be the windows of your soul, with the new modification from Wyzard. A development of the original Verbal-Eyes™ product, this projects images into your eyes, so that your 'irises' and 'whites' show pictures appropriate to your mood. Different pictures can be shown in the two areas, to keep them distinct. For example, if you are angry, a thunderstorm might rage in your iris, while a firefight takes place across your whites, whereas if you were calm your whites might depict a pleasant spring day in the countryside, while your iris shows someone relaxing in their condo. The database holds many different images, but update chips, loaded via a standard chipware socket, allows you to stay ahead of the competition. The eye must be told which emotion to display, and will continue to display that until told otherwise.

A licensing agreement with Kiroshi allows us to offer an option which allows you to see the images displayed by your eyes, projected by a Video Imager, while an option available by collaboration with Zetatech allows you to put people you can see into the images, so that an image of anger could show the person you are angry with being savaged by wolves. (Note that you can make your own image available by looking in a mirror.)

Basic option: *HC: 3, Surgery code: M if cyberoptics already installed, to allow for installation of back-up computing power. Upgrading a second cybereye is only Negligible. Takes one option space.*

Video Imager option: *Total cost 1000eb, HC: 5. Takes three options. Otherwise as above. This also gives you a fully functional Video Imager. Note that a Video Imager installed in one eye can display the contents of the other. (Video Imager:* Chromebook 1, *pg. 39)*

Customised images option: *Total cost 1200eb, HC: 5. Takes four options, otherwise as above. This provides a TimesSquare Plus™ feature. One of these is sufficient to customise the images in both eyes. (TimesSquare Plus™:* Chromebook 1, *pg. 38)*

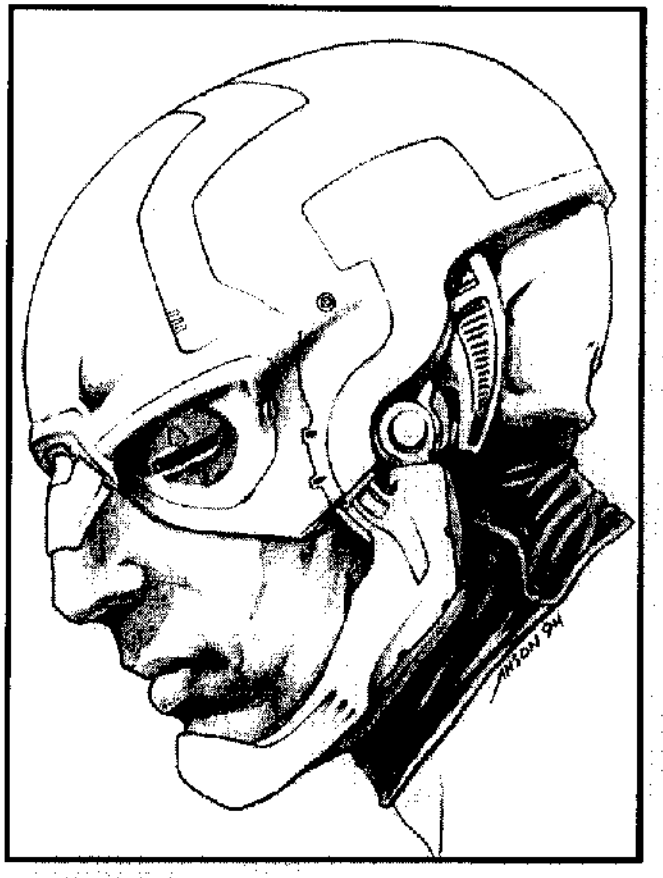
Cyberfacial Remounts

Prices vary

Gaboriau on Cyberfacials: "Many cyber-fashion bugs out there have a cyberoptic or a set of interface plugs and think they are total cyborgs. Do you really wish be a total cyborg? Follow the proud citizens of Newark, N.J., and get a partial face remount! These terrifically gauche cyber-faces are coming in Boga (fashion) in Southern Euro-clubs even now. Of course, most corporate slave-drivers probably won't allow you to express this much individuality, since these cyberfaces tell everyone what you stand for—you are a person who is unafraid of fashion faux pas, unafraid of the future, unafraid...of the metal."

Game notes: *These cyberface remounts are similar to Body Plating. Cyberface remounts come in three different sizes:*

EVILEYE (150EB): HC 1D6, SP6, MAjor Surgery. Covers one eye socket; -1 to ATT, 15% chance to be hit.
JIGSAW (250EB): HC 2D6, SP12, MAjor Surgery. Covers one eye & top corner of skull; -1 to ATT, 25% chance to be hit.
TWOFACE (350EB): HC 3D6, SP18, CRitical Surgery. Covers half of the entire face & head; -2 ATT, 50% chance to be hit.



Retro Cyberware

"They may be museum pieces to you, but they still show up on the street every now and then, gato."

The period of 2000 to 2014 is now considered the "Golden Era of Cybernetics". There were tons of little and big companies playing around with the new 'trode interfaces and composites that made the hardcore users of high tech an extra level above the rest. It was only in the mid-2010's that it started to hit mainstream. Before 2015, cybernetics sold only to a limited market. Below are samples of the early cyberware that you may still run across.

KIROSHI®

Kiroshi Model 100 Interface Plugs

1000eb per plug (100 eb used)

The VERY first interface plugs, these were introduced in 2000 for general use. They were 2 cm in diameter and could only be implanted in the head or the upper spinal column. Implanting these are considered a MAjor operation and a fail on the save would cause 2D6 in infection damage. They are still used by some very old edgerunners. This model is very hearty, having a +2 bonus against Black Ice attacks involving physical damage. However, due to the very heavy impedance of this device, there is an intrinsic -2 to all netrunning, vehicle rolls, smartgun attacks and machine control rolls with this device. HC: 2D6 each

BioDyne Systems "Enable" cybertimbs

Prices vary (see below)

BioDyne was a classic start-up company: too many Ph.D's with their heads in the clouds forgetting about the investment funding and possessing almost no common sense. They started in 2002, shipped their first product in 2005 and went bankrupt in 2009. The founders of BioDyne are legendary in the business and are now called the "BioDyne Seven." They now are all top executives and researchers at corporations such as Militech, IEC, Dynalar and Kiroshi. BioDyne's most distributed product were their Enable brand cybernetic arms and legs. They weren't as flexible as modern cybernetics but they had a structural integrity that only top of the line military and industrial cybernetics now offer. They were a bit bulky in style, and function was definitely valued over form. Most people wore loose fitting clothes over their Enable limbs. You can still see these in use off the beaten path by many nomad families and in third world countries.

"Enable" Arm

Cost: 4000 euro new, 500eb used

Mostly used as advanced replacements for amputees, this arm can take 23 SDP to disable, 33 SDP to destroy, but it reduces the REF of the user by 1. HC: 2D6+2

"Enable" Legs

Cost: 6000 euro new, 700eb used

Very popular in extending the career of many professional football linebackers, these legs will take 28 points of SDP before breaking down (35 SDP to destroy), but they reduce the REF and MA of the user by -1. MA is reduced by -2 if two Enable legs are implanted. HC: 3D6+3 each.

General Products Exoskeleton Series

Prices vary (see below)

This product is considered the father of the Greek Alphabet series of implanted linear frames. These exoskeletons were used by industrial and military alike. They had implant points along the spine, hips, wrists and ankles. In heavy use from 2005 to 2010, these exoskeletons were removed from the market when a more common awareness of cyberpsycosis came about. General Products sold off this product line to Dynalar in 2010 as part of a consolidation effort. There were two models according to strength needed.

Game Notes: *When wearing an Exoskeleton, a character moves like a vehicle instead of a person. MA stat is fixed at 4 and REF is limited to 5. Both the Series-A and Series-B are hardened against electromagnetic pulses and radiation.*

G.P. EXOSKELETON	SERIES-A	SERIES-B
Body Strength	18	21
Structural SDP	15	20
Armor SP	6	8
Humanity Cost	4D6	5D6
Cost (eb)	12,000eb	15,000eb

AuraSound "Spectrum" cyberaudio implant

(price below)

Once again, this start-up company and product was created by a former BioDyner, Susan Freymarc. She saw the ability and market need to create an implant that would replace the eardrum (then-current hearing aids just 'screamed' into a decaying eardrum). The Spectrum cyberaudio's physical size was that of the outer and inner ear combined.

The audio implant was installed by replacing both the outer and inner ear. Since the semi-circular canals of the the inner ear provides one's sense of balance, the Spectrum ear contains a slightly less accurate balance system than the natural canals. This gives the user a poor sense of balance and direction. Current AuraSound cyberaudio on the market only replace the ear drum and inner canal, not even interfering with the user's sense of balance.

There were two installation methods for the Spectrum line. One was a full inner and outer ear replacement which casused no noticeable cosmetic change on the surface. The other included various detachable outer ears for less cosmetic (enhanced) hearing. The shape of these replacement ears varied from elven, pointed ears to scooping, bat wing ears. There were even some attachments that fanned out to cover the entire side of the head (just a cm above the scalp) and almost touching in the back of the head. There was a rare model sold in 2010 that included dermal microphones placed under the entire scalp for omnidirectional hearing. A character with a Spectrum implant has any skill/stat roll involving balance reduced by -1. Using an enlarged outer ear increases audio Awareness rolls by +1 and omnidirectional audio scalp implants increase it by +2 (but looks gofy). HC: 3D6-2 (or 3D6 if external outer ear) each.

Cost notes: *1500 euro new, 650eb used (most of cost is extensive implant surgery), outer ear attachments: 200eb to 1000eb; omnidirectional scalp implants: +1500eb.*

Gene-Tek's See-It™ GET transparent skin

1000 eb per square meter, entire body covering 7000 eb

First and still used as an a implant on laboratory animals, Gene-Tek's transparent skin layer became all the rage in the Far East about 2011. It enjoyed a short-lived popularity in the West about 2012 when well known soap opera Braindancer Doris Layalynn got a face lift of this extreme nature. An extreme attempt to regain ratings, this fiasco ended up causing the sudden crash to the transparent skin fad.

Samples of this type of implant can still be seen in remote portions of the third world as tourist shows and rituals. Users often suffer from light-sensitivity. GMs can apply appropriate penalties for sunburn (which can be as bad as 2nd-degree burns!).

Game note: *Reduce the ATTR of the character by one point for each exposed limb covered with transparent skin. Reduce by -4 if face is transparent. HC: 3D6 per square meter of skin covered, 6D6 if entire body covered. One arm is 1/2m², one leg is 1m².*

Dermatech Mood Skin

200 eb per square meter, 700 eb for whole body cover

Dermatech proudly presented this new skin line to the world's market two years after the introduction of Lead's Turn-on Nails. Much like a mood ring, the mood skin is composed with the same chemicals, and much like the mood rings of the 1970's, a different color would indicate the feelings of the poor schmuck. The colors produced were: red= anger, blue= sadness, yellow= scared, pink= sexually attracted, green= jealous, gray= dead (or just damn bored). It was banned in 2016 in most industrial countries due to its toxicity!

Game Note: *Some of this stuff is still floating around and being used anew. If a character is implanted with this stuff, reduce BODY by 1 every two months for a year. HC: 1D6 per square meter of skin covered. Example: a single entire limb covered would be 1D6 in humanity and covering the torso would cost 2D6.*

Life Vision "Revelation" cyberoptic implant

2000 euro new, 700eb used (most of cost is extensive implant surgery)

Life Vision was founded by Corey Hanner (one of the BioDyne Seven) when he cut all professional ties with his peers in 2006. He and his wife, Trica, created the first company to develop and market a cyberoptic implant as a general product line. The Revelation eye replacement was larger than the eye socket but gave extraordinary side vision. It sold mostly to accident victims and the military. Life Vision was purchased by Kiroshi in 2011 and grew into its modern line of cyberoptics.

A significant amount of skull bone covering the eye socket needs to be drilled out to implant the eye. The eye is the size of a tennis ball and protrudes out the front and side of the skull when mounted. This gives a "frog eye" look to those having a Revelation eye implant. The implant was mounted by directly grafting the hardware to the skull where the former bone was and having microservo motors swing the eye as opposed to using the natural optical muscles to move a modern, normal-sized cyberoptic. Revelation eye options are interchangeable by the wearer since the size of the cybernetic made adding options as simple as changing lenses of a professional camera. A single Revelation eye can only have two options (only those listed in *CP2020*).

Game notes: *a character with a Revelation eye implant gets a +1 to their* Awareness *for any visible action. Unfortunately, due to the size of this device, a character also receives a -1 in ATTR if one Revelation eye is implanted and a -2 in ATTR if two are implanted. Seeing an older person with seriously oversized sunglasses these days is a total giveaway of hidden Revelation cyberoptics to an Edgerunner. HC: 3D6-1 each.*

Lead's Turn-On Nails

Lead's
hi-tech cosmetic appliances

25 eb/nail, set of 10 for 200eb; 50 eb for coloring pen.

First introduced into market in 2005, these pressed-on fingernails are considered the predecessor to synthe skins. These nails are pressed or implanted to the fingernails or toenails. A special color adjustment pen is used to change the colors of the nails. One just twists the pen to the desired color and then taps the fingernails. They went out of style in 2008 when programmable tattoos and fingernails became all the rage. HC: 1 point per pair of limbs if implanted.

Lead's Show-Off Nails

Lead's
hi-tech cosmetic appliances

45 eb per nail, set of 10 for 425 eb, 90 eb for coloring nail pen.

Introduced in 2009, these little babies worked just like the original one-pattern Turn-On nails, but they could display a programmable, repeating pattern. A series of 20 patterns could be downloaded from any PC or deck right into the pen. Like the Turn-on Nails pen, it would be twisted until the proper pattern was displayed; then the pen is touched to the nails. These patterns ranged from the club "tech-dazzle" style to soothing oceans and earth tones. They come in and out of style every few years. HC: 2 points per pair of hands/feet if permanently implanted.

CHIPWARE

BioTec Σ "SomaWare" Sleep Induction Chip

400eb

Anytime, anyplace...

In these demanding times, you can never count on a good night's rest—unless you're running BioTec Σ's SomaWare. Chip in, program SomaWare's integral alarm, and get comfortable. The chip massages your grey matter with relaxing alpha waves, bringing on a deep, restful sleep within 25 seconds; the alarm function can be programmed by standard or military time and induces a light neural surge guaranteed to bring you to full awareness immediately. Don't be a slave to the clock—rest easy!

Game Notes: *SomaWare will put the user to sleep, but it is not some kind of deep coma or speed-sleeping like the Sleep Inducer* (Chromebook 1)*; it's normal sleep in every way. However, extended use of SleepWare may condition the user to be unable to sleep at all without using it! (After 15 uses, the character must begin making an Average COOL roll to resist becoming "hooked"; for every 2 times over 15, add 1 to the Diff number.* Endurance *or* Resist Torture/Drugs *skills can be used to modify the roll.)*

Direct Dataware Navigation/Orientation Chip

250eb

The user must have a Phone Splice or Radio Link (*CP2020*, pg.87) with his cyberaudio for this chip to work. It provides the user's true earth position to within 5m by obtaining regular position updates from the WorldSat position system (phone splice will only work if there is a cellular net in your area). A two or three-dimensional fix is then provided via Times Square or Subdermal Screen display. Chips can be purchased (100eb) containing a contour map of a major city, which can be displayed via Video Imager (*Chrome 1*, pg.39), or Subdermal Screen (*Chrome 2*, pg.8); these maps work with the Navigation Chip, giving street names and the actual elevation of the user.

Direct Dataware Crypto Chips

600eb per set of two

Each set of these chips is programmed with a randomly generated substitution word code that corresponds to the language the chip is compatible with. I.e., one word of the language is substituted for another. So with one set of chips the word "dog" might be substituted for the word "the". These chips are designed to present a completely unique "language" that people can use to talk covertly to others. The chips come in sets of 2, 4, 6, and 8. Each set is programmed with its own unique code.

DataEdge Inc. Stutter Chipping

310eb

The smartest Smartchipping yet!

Spray lead at will, even in crowds! With this chip installed in your Neuralware Processor, your Smartgun can choose who doesn't get hit, even when using Suppressive Fire. By accepting mentally-desingated non-target options (requiring that the user have a cybeoptic with the TimesSquare Plus (*Chromebook 2*, page 38) visual-recognition system as well as the Targeting option), the Stutter Chip can selectively activate or disable the weapon's firing mechanism. It requires a full combat turn (10 seconds) to designate someone as "friendly," and even a Stutter Chip can't help you on a critical fumble...

THE WEAPONSMASTERS

New Martial Arts Forms

Fresh on Chip from The Weaponmasters!

Cost: 270eb/level, up to +3

Once again, the Weaponmasters of New Mexico bring you the latest in Hand to Hand action at 25% off the common market prices!

ArasakaTe (1)

When Arasaka wanted a martial art to train its forces in, it selected leading hand-to-hand fighting experts to create the world's greatest martial art to date. After several years of development, Arasaka troops began to learn ArasakaTe. Several hit videos were made based on corporate Solos, armed only with this martial style, defeating opponents against all odds. Soon Arasaka-sponsored dojos began teaching ArasakaTe at reasonable rates. Note: While this fighting form is widely respected, anyone who has any actual experience with ArasakaTe will tell you that it is a bland style made up of the easiest moves of seven different styles. Martial Arts designed by committee don't usually work too well.

Thamoc (2)

Thamoc, or The Art of Modern Confrontation (or just The Art), was created at the end of the 20th century by police departments around the world to train their officers in weapon retention skills. Unlike its predecessors, Thamoc stresses flexibility right before impact. Weapon retention is achieved by use of stances that allow for the maximum distance between your weapon and your opponent (until you attack). This skill works equally well with handguns, knives and other small melee weapons. In game terms, this style gives the user a defense vs. Disarm attacks at *Thamoc* skill level +4! Remember, you still need *Handgun* or *Melee* skill to use the weapons themselves.

STYLE	STRIKE	KICK	BLK	DODGE	THROW	HOLD	ESC	CHOK	SWP	GRA
Arasaka-Te (1)	+1	+1	+1	+1	+1	+1	+1	+2	-	+1
Thamoc (2)	—	—	+1	+2	—	—	+2	—	+1	+1

Auditory Recognition Chips

150eb/level to 2

These new database chips from Direct Dataware require Cyberaudio w/Amplified Hearing and Sound Editing options to use. They allow you to identify a variety of sounds in specific situarions and areas of interest. The chips are interfaced with TimesSquare Plus (*Chrome 1*, pg.38), or a Subdermal Viewscreen (*Chrome 2*, pg.8) to present the accessed data. [All A.R. chipware rolls are INT+chip+D10+(applicable Specific Knowledge)]

Techie AR-Chip

For determining system malfunction and cause, based on the sound of the mechanism. Only applicable for machinery with sound output within the user's scope of hearing. Chip is only valid to date of manufacture.

TASK DIFFICULTY:

Easy . . . . . .Auditory ID of the cause of pronounced sounds from large machinery.
Average . . . . . .Auditory ID of the cause of pronounced sounds from vehicles.
Difficult . . . . . .Auditory ID of the cause of pronounced sounds from small machines.
Very Difficult . . .Auditory ID of the cause of pronounced sounds from electronic devices.

Corporate AR-Chip

The Corporate Officer's chip allows recognition and identification of corporate jingles, and confirmation of the voice print of key personnel. Quarterly updates are available at 35eb/level. These chips are only available to corporate employees.

TASK DIFFICULTY:

Easy . . . . . .Major corporate advertising tunes.
Average . . . . . .Voice prints of corporate upper echelon.
Difficult . . . . . .Voice prints of management-level staff.
Very Difficult . . .Voice prints of low-level personnel (for a specific division).

Military AR-Chip

Recognition of caliber (and type) of weapon by sound. Sounds of specific military vehicles in motion. Chips should be replaced annually.

TASK DIFFICULTY:

Easy . . . . . .Sounds of standard military calibers/weapons.
Average . . . . . .Sounds of other known calibers/weapons.
Difficult . . . . . .Sounds of specific military aircraft.
Very Difficult . . .Sounds of specific military ground vehicles.

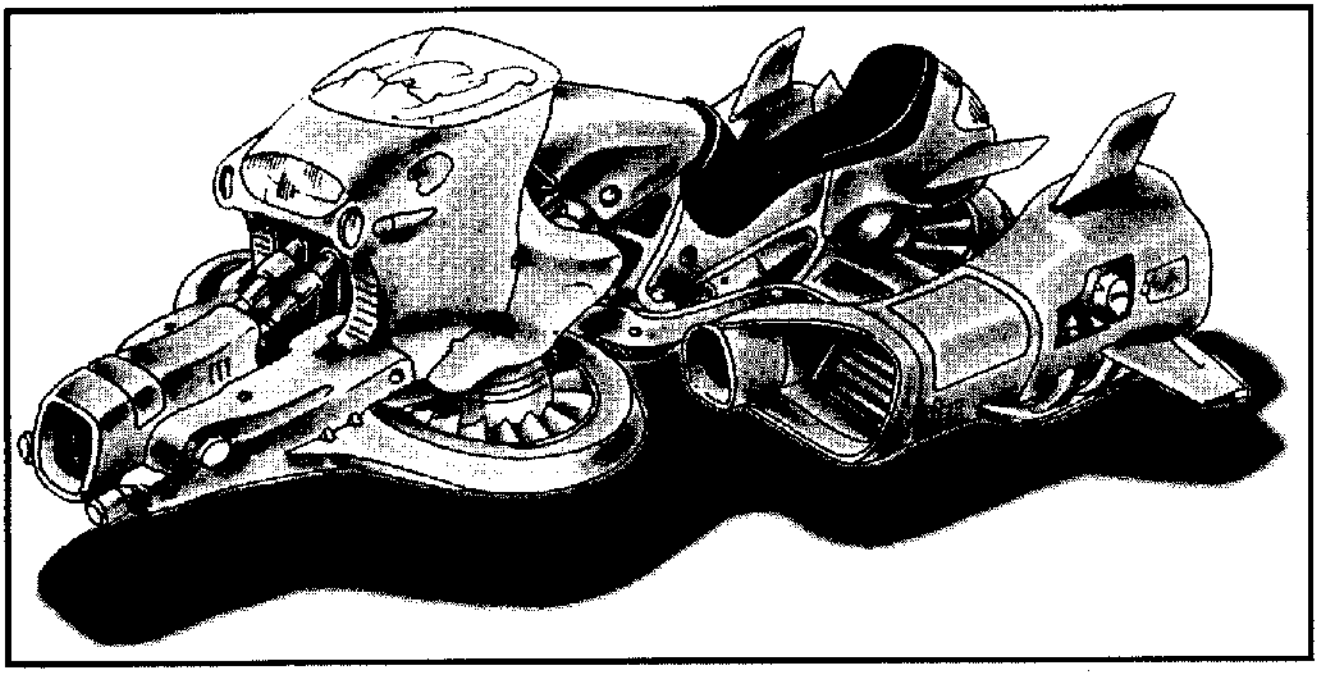
Rocker AR-Chip

Chip can identify the sound of rock instruments, ID songs (providing lyrics via readout), or ID a Rockerboy's singing voice. Often used by Music Corp Execs. Updated monthly.

TASK DIFFICULTY:

Easy . . . . . .Identifies basic instruments.
Average . . . . . .Identification of popular songs and singers; ID's more esoteric instruments.
Difficult . . . . . .ID's lesser-known songs and singers.
Very Difficult . . .ID's virtually unknown songs and singers; ID's rare instruments

VEHICLES



Bensen Violator Hovercycle

After two years of intensive trials and race-testing the Violator is ready for you! Incredibly fast and maneuverable, equally at home on the road or on the water; only an experienced cyclist *Motorcycle* skill of 5+) can tame the Violator. Maneuverability is surprising in comparison to its bulky counterparts, and its acceleration off the line is nothing short of gut-wrenching. The Bensen Violator—a machine on the cutting edge of 21st century technology.

"The Bensen Violator may look like some weird chimerical crossbreed of a motorcycle and a hovercraft, but despite all its mass it moves like a demon."

—MotorArms Magazine, Feb. 2020

STATISTICS:

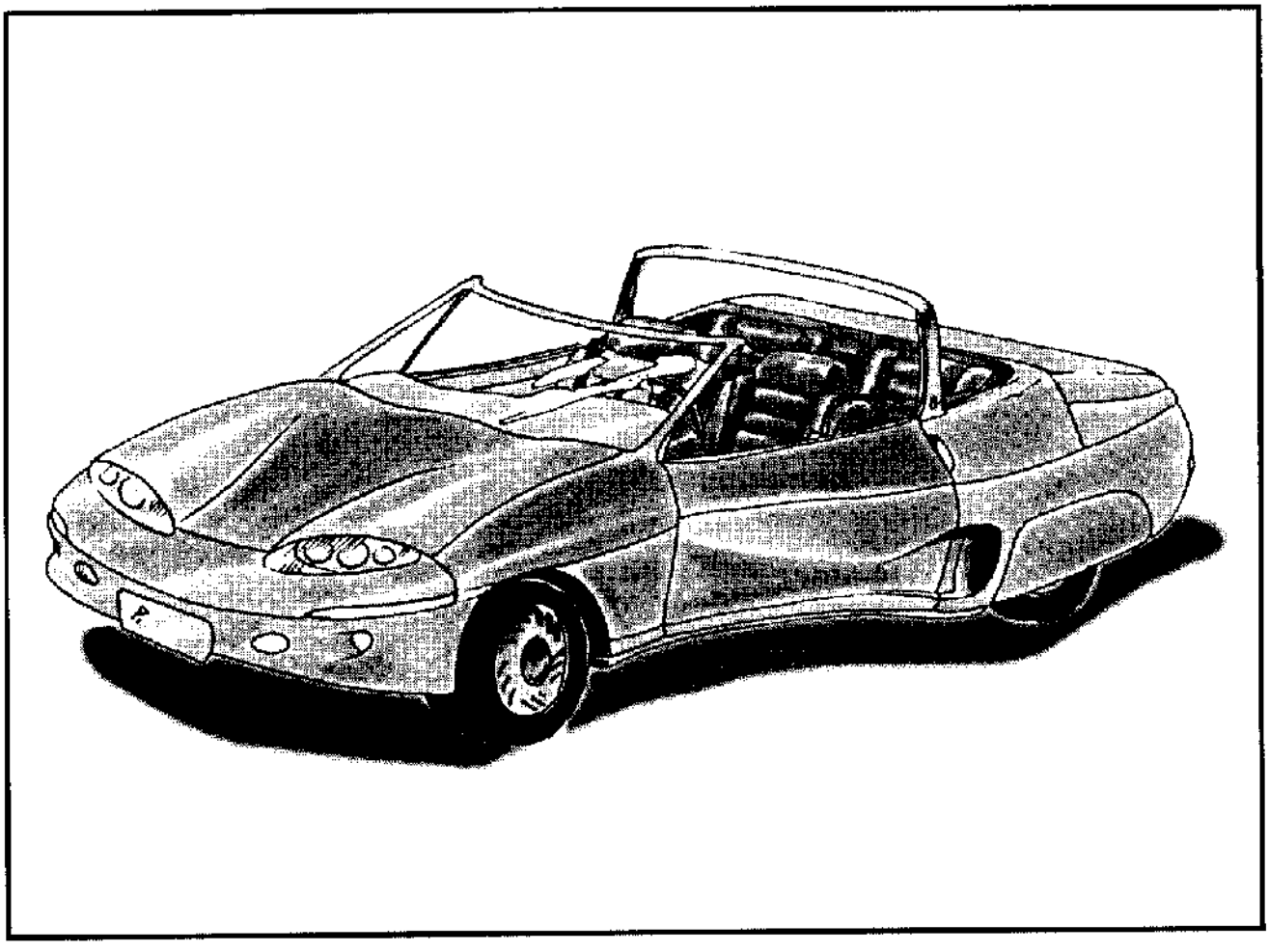
Top Speed: 150mph
Crew: 1
Passengers: 1
Maneuver: 0
SP: 0 (Armor 0)
Mass: 1 ton
Accel/Dccel: 30/15 mph
Range: 400 mi
Cargo: 330 kg, no spaces
SDP: 20 (Body 1)
Type: Hover/Cycle
Cost: 100,000eb

SPECIAL EQUIPMENT:

Civilian nav system, Radio, Radar detector, Cybernetic linkage.

WEAPONS:

None



Takaya Daimyo

The latest release from Takaya is a new spin on an old vehicle. The Daimyo is a new convertible with that inimitable sense of style that has become the trademark of Takaya. Designed for comfort, with safety in mind, perfect for dropping the kids off at the corporate creche or taking a weekend jaunt up the coast.

A popular rec vehicle among the Mover and Corpzoner set, made more so by its numerous appearances on Net 54's top-rated drama, *California Sunset*.

"Sometimes, speed and armor must take a back seat to class, style and sex appeal."

—Takaya Radio Ad, Feb. 2020

STATISTICS:

Top Spd: 150 mph	**Acc/Dcc:** 15/40 mph
Crew: 1	**Range:** 300 mi
Passengers: 3	**Cargo:** 500 kg, no spaces
Maneuver: +1	**SDP:** 40 (Body 2)
SP: 8 (Armor 0)	**Type:** Car
Mass: 1.6 tons	**Cost:** 44,000eb

SPECIAL EQUIPMENT:

Cellular Phone, Crash-control system, Entertainment system, Simple security system, Autopilot and Civilian nav systems, Radar detector. Convertible roof is SP12 Kevlar fabric.

WEAPONS:

None

Cadence Industries Wanderer

The latest in CI's line of vans, the Wanderer is perfect for the family on the go. Its spacious and comfortable interior makes it ideal for family trips or just traveling about town. The Wanderer is highly modular; the back seats may be folded down to make a bed, or they can be removed entirely, along with the passenger seats.

Primarily a "beaver-mobile," a common sight among the single-family homes of Corporate-controlled suburbia. The Wanderer has also been gaining popularity among various Nomad clans due to its versatility and surprisingly high armor rating.

STATISTICS:

Top Spd: 80mph
Crew: 1
Passengers: 4
Maneuver: -3
SP: 20 (Armor 1)
Mass: 2 tons
Acc/Dcc: 15/40 mph
Range: 500 mi
Cargo: 650 kg, no spaces
SDP: 50 (Body 2)
Type: Pickup truck (van)
Cost: 50,000eb

SPECIAL EQUIPMENT:

Crash-control system, Entertainment system, Environment control, Fold-down bed (sleeps two), Shocker security system, Radio, Cellular phone, Autopilot and Civilian nav systems.

WEAPONS:

None

Mitsubishi Portabike

Do you need a vehicle, but worry about theft, finding a parking space, and expense? If so, the Portabike is the transportation for you. Ideal for students, workers, and teachers, the Porta-Cycle is composed of a central section with a small seat, lights, handlebars, engine and battery pack, and separately-powered wheels. The entire ensemble folds into a small package which can be easily rolled along on one wheel, or carried by a strong individual.

STATISTICS:

Top Speed: 25 mph
Crew: 1
Passengers: none
Maneuverability: +1
SP: 0 (Armor 0)
Mass: 35 kg
Acc/Dec: 18/30 mph
Range: 135 mi
Cargo: none
SDP: 9 (Body 0)
Type: Motorcycle
Cost: 250eb

SPECIAL EQUIPMENT:

None

WEAPONS:

None

New American Autoworks Roadcar

The Roadcar is one of the most economical and reliable vehicles NAA has ever produced. Ideal for the money-conscious commuter.

For parents thinking about their son or daughter's first car, New American Autoworks offers the TeenLine Roadcars. Available in hot designer colors, these cars will suit any teen's sensibilities without going overboard in price.

"Great, the vehicle version of the polymer one-shot. Now a bunch of juves who think vehicular manslaughter is a recreational activity are gonna get one of these for Christmas."

—Gil Myxx

STATISTICS:

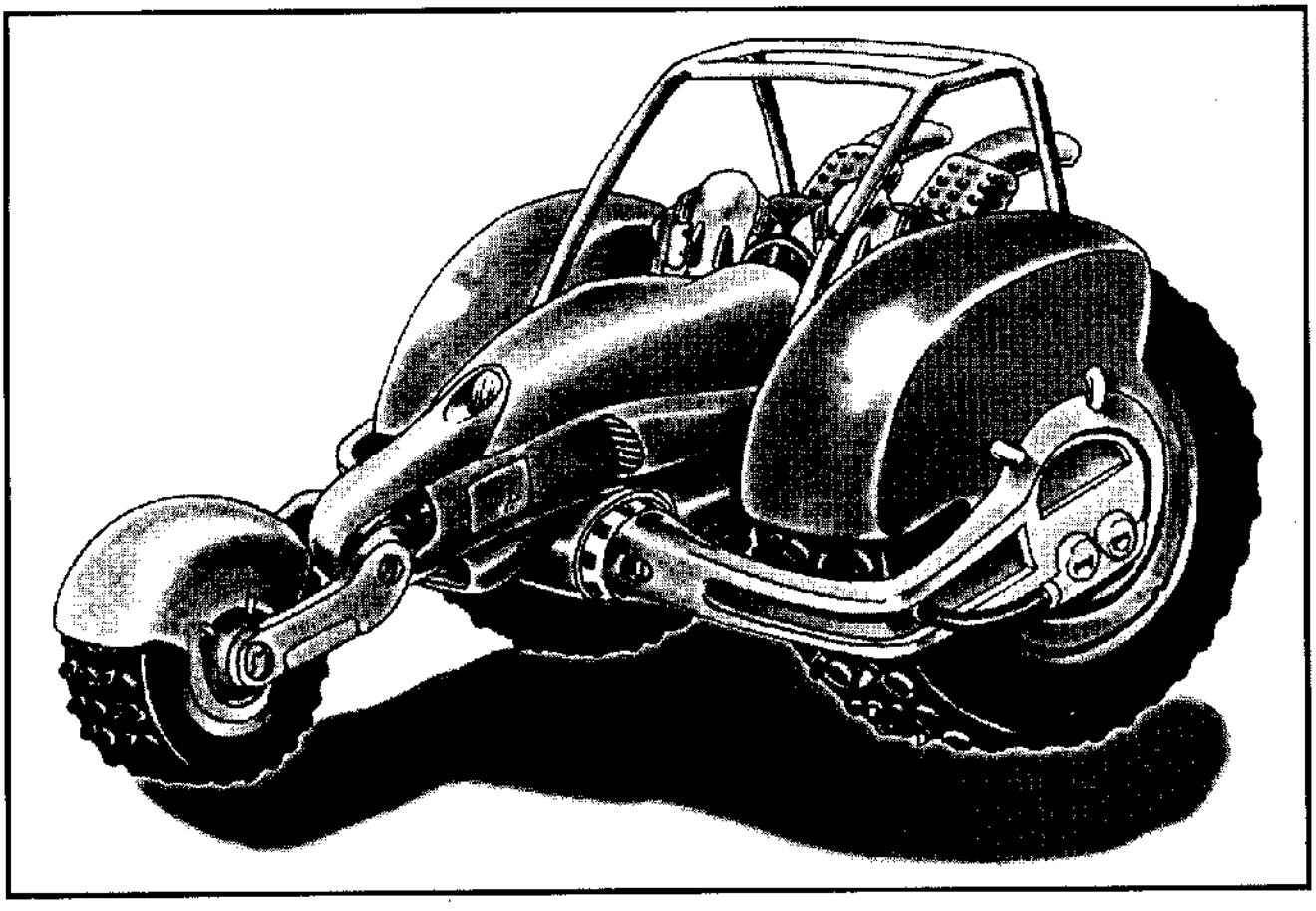
Top Spd: 80mph
Crew: 1
Passengers: 1
Maneuver: 0
SP: 0 (Armor 0)
Mass: 1 ton
Acc/Dcc: 15/40 mph
Range: 600 mi
Cargo: 300 kg, no spaces
SDP: 25 (Body 1)
Type: Car
Cost: 5500eb

SPECIAL EQUIPMENT:

Crash-control system, Civilian navigation system.

WEAPONS:

None



Scion Technologies Dunemaster

(Note: originally test-marketed under the name Triwheel 10)

STATISTICS:

Top Spd: 100 mph
Crew: 1
Passengers: 1
Maneuver: +2
SP: 12 (Armor 1)
Mass: 1.6 tons
Acc/Dec: 30/40 mph
Range: 600 mi
Cargo: 525 kg, 1 space
SDP: 40 (Body 2)
Type: Car
Cost: 40,000eb

SPECIAL EQUIPMENT:

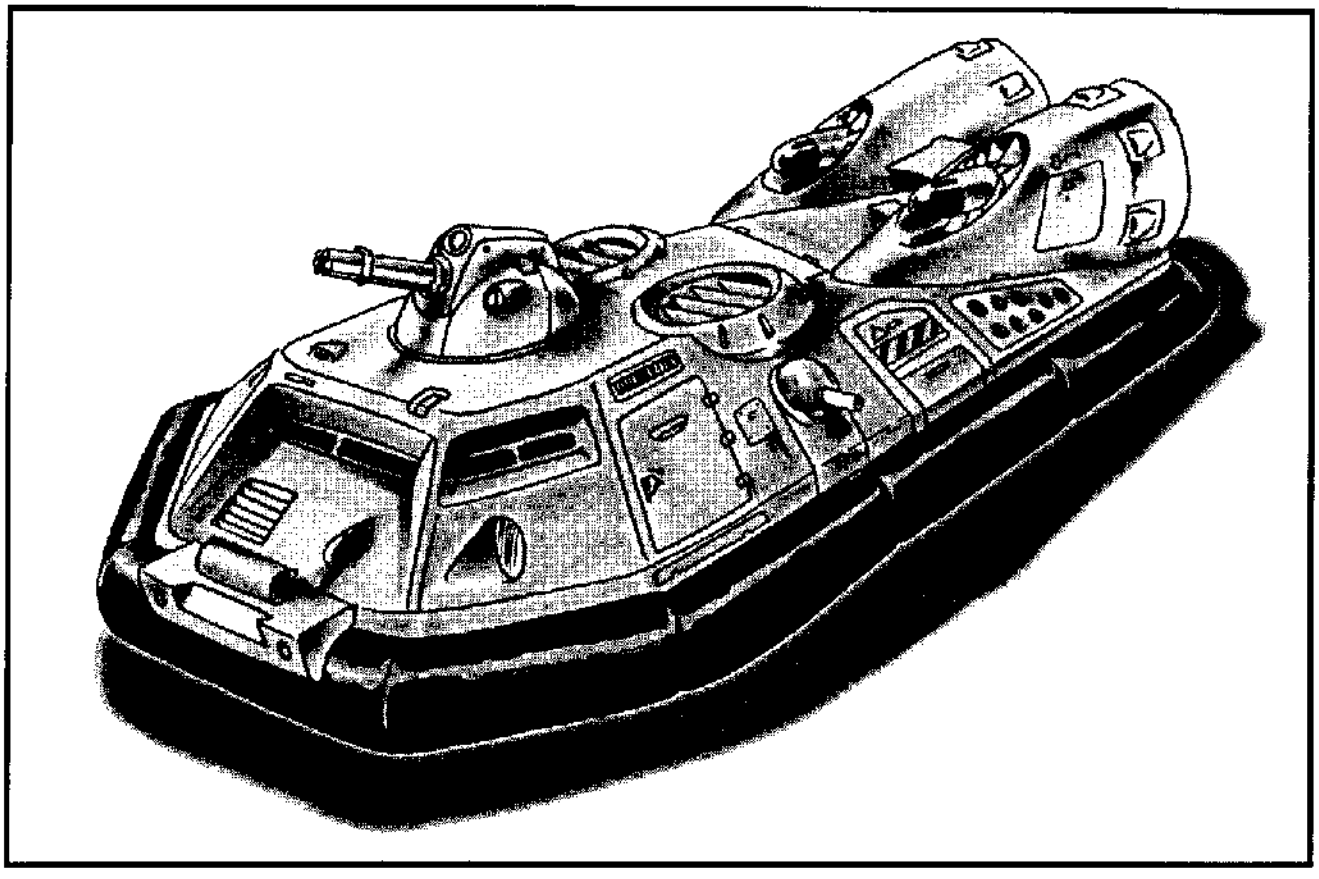
Off-road capability, Crash-control system, Long-range radio, Civilian nav system.

WEAPONS:

None

Scion Technologies has always strived for innovation and efficiency in their designs; the Dunemaster is no exception. Scion has employed a unique three-wheel drive system coupled with a high-powered engine for maximum maneuverability with little loss in stability. The large, knobby wheels and computerized suspension system complete the picture.

The GMI Dust Devil, a licensed military version of the Dunemaster, is also available. The Dust Devil costs 46,000eb, has SP20 (-20mph from Top Speed) and comes with active IR and a pintle mount in front of the passenger seat.



GMI HovTransport

Need to get a large group of people somewhere fast? The HovTransport is designed to be a quick-insertion personnel carrier for use in urban assault ops. While not suited for full military operations, the HovTransport is nonetheless a formidable force in times of urban strife.

The HovTransport is perfect for SWAT teams and corporate security actions as a riot vehicle. In such situations, the HovTransport's guns are loaded with rubber bullets (*Chromebook 2*, pg.47).

STATISTICS:

Top Spd: 150 mph
Crew: 2
Passengers: 10
Maneuver: -2
SP: 40 (Armor 2)
Mass: 10 tons

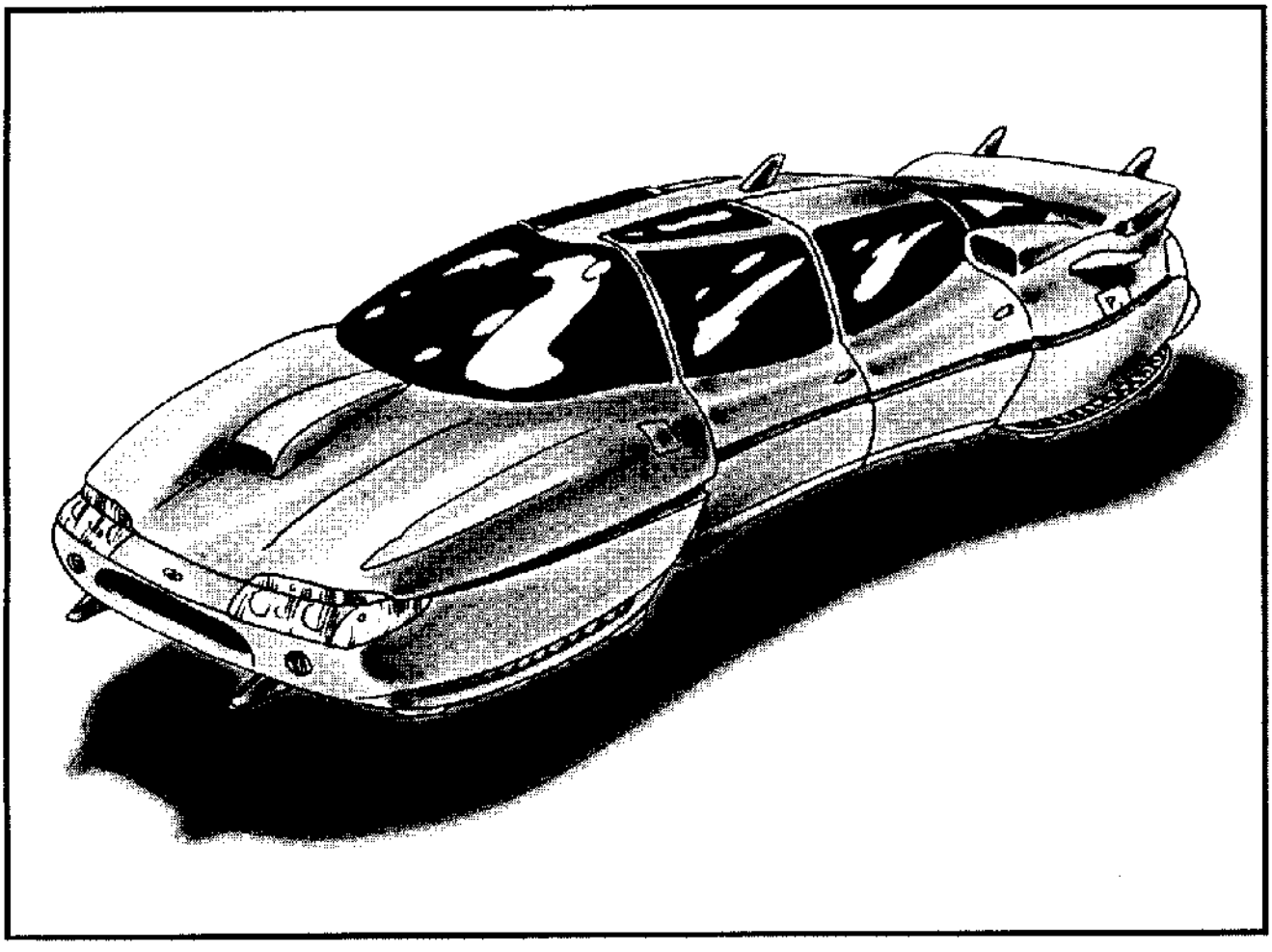
Acc/Dcc: 15/20 mph
Range: 400 mi
Cargo: 2500 kg, 1 space
SDP: 100 (Body 5)
Type: Hovercraft
Cost: 360,000eb

SPECIAL EQUIPMENT:

Crash-control system, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/terrain-following, Auto-pilot and Navigation systems, Fire extinguisher, IR Baffling, Optics w/Passive IR and Low-Light, Shooter security system, Searchlight (armored), Cybernetic linkage.

WEAPONS:

12.7mm gatling on articulated mount forward, 7.62mm miniguns on articulated mounts left and right (see *Maximum Metal* for stats).



Tetracorp

Fei Lien 100 Aerodyne

Tetracorp's first showing in the aerodyne field promises to completely refine the concepts of high-end avionics and extreme luxury. Equipped with the full range of personal electronics, safety equipment, and piloting hardware, nothing is too extravagant for this aerodyne.

Lose yourself in the sumptuous interior and let the holosystem entertain you as the auto-pilot speeds you to your destination. Sleek and smooth, the Fei Lien has the sort of elegance in form and line that is impossible to achieve in a lumbering ground vehicle. The Tetracorp Fei Lien 100: the next evolutionary step in luxury aerodynes.

STATISTICS:

Top Spd: 450 mph
Acc/Dcc: 50/50 mph
Crew: 1
Range: 800 mi
Passengers: 3
Cargo: 660 kg, no spaces
Maneuver: +1
SDP: 50 (Body 2)
SP: 25 (Armor 1)
Type: AV
Mass: 2 tons
Cost: 290,000eb

SPECIAL EQUIPMENT:

Crash-control system, Long-range radio w/scrambler, Cellular phone, Ejection seats, Environment control system, Radar, Auto-pilot and Civilian nav systems, Radar detector, Shocker security system, Cybernetic linkage, Seat massagers, VR holosystem.

WEAPONS:

None

Hyundai Minicopter

The ultimate single-occupant commuting vehicle, the Minicopter is ideal for those who don't want to brave the traffic (or the combat zone). The folding rotors make it easy to store, and its relatively light weight means it can land on buildings with airpads for small civilian commuter aircraft. Bad weather cannot stop you, as the Hyundai is fully enclosed.

STATISTICS:

Top Spd: 120mph
Crew: 1
Passengers: 0
Maneuver: 0
SP: 6 (Armor 0)
Mass: 1000 kgs
Acc/Dcc: 15/15mph
Range: 200 mi
Cargo: 330 kg, no spaces
SDP: 30 (Body 1)
Type: Light Helicopter
Cost: 55,000eb

SPECIAL EQUIPMENT:

Radio, Radar, Auto-pilot and Navigation systems, Optics w/Low-light.

WEAPONS:

None

New American Motors Nautilus Mini Road-Home

Tired of being tied down to one place, but you don't have the euro for a big wagon? Look no further, hit the road in class for less cash with the Nautilus.

Popular among freelancers who drift from job to job; some Nomads have been known to arm and armor Nautilus vehicles and use them as long-range scouts.

STATISTICS:

Top Speed: 80 mph
Passengers: 4
Maneuverability: -3
SP: 12 (Armor 1)
Mass: 2.4 tons
Acc/Dec: 15/40 mph
Cargo: 600 kg, no spaces
SDP: 60 (Body 3)
Type: Pickup truck
Cost: 32,000eb

SPECIAL EQUIPMENT:

Radio, Fold-down bed, Refrigerator, TV, Microwave oven, One-person/week water supply, Small bathroom.

WEAPONS:

None

Kundalini Roadworks "Dart"

A conventional motorcycle gives you the freedom of the open road...and bugs in your teeth, pollution in your lungs, and the chance to be a red skid mark in an accident. The Dart gives you the freedom of the open road...but without the bugs. The Dart is, essentially, a two-wheeled car, sheltering its rider in fighter-cockpit style. The back section of the bike has a small storage area (large enough to hold about four six-packs). Since the rider is enclosed, he is protected by the Dart's armor in the case of a crash (or a firefight). The Dart is popular among commuters who need a small, easy-to-park vehicle that keeps the rain off.

Because of its advanced gyro system and automated support pylons (with small stabilizer wheels), the bike is somewhat less maneuverable (but more stable) at high speed. When making normal maneuvers, use the +1 bonus; when making rolls involving stability, use the +3 bonus.

STATISTICS:

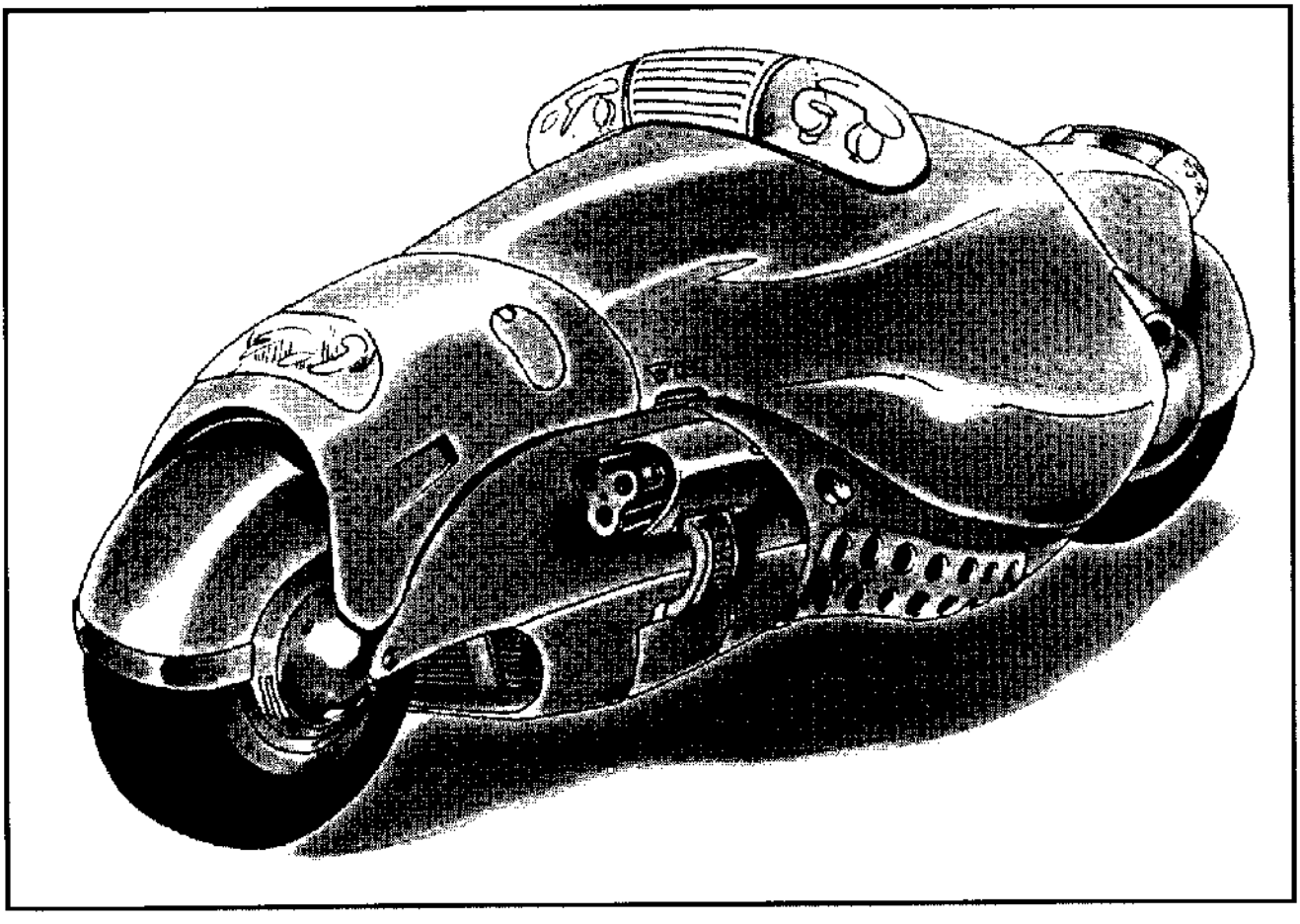
Top Speed: 120 mph
Crew: 1
Passengers: 1
Maneuverability: +1/+3
SP: 10 (Armor 0)
Mass: 100 kg
Acc/Dec: 18/30
Range: 270 mi
Cargo: 30 kg, no spaces
SDP: 25 (Body 1)
Type: Motorcycle
Cost: 10,000eb

SPECIAL EQUIPMENT:

None

WEAPONS:

None



Kundalini "Torpedo" Police Interceptor Cycle

A police version of the Dart: heavier, tougher, faster. It has the same maneuverability foibles as its civilian counterpart. Torpedos are employed with a variety of units inthe pursuit role. Since they do not have space for prisoners, they typically operate in conjunction with a BMW Perpetrator Transport Vehicle.

Because of their futuristic look, Torpedos are popular vehicles on TV cop shows.

"We'd snagged a nice-lookin' sedan and were rippin' around Beaverville when two those things came after us from a sidestreet. I knew we were done right then an' there...freakin black sharks on asphalt, man!"

—Excerpted from NCPD interrogation files.

STATISTICS:

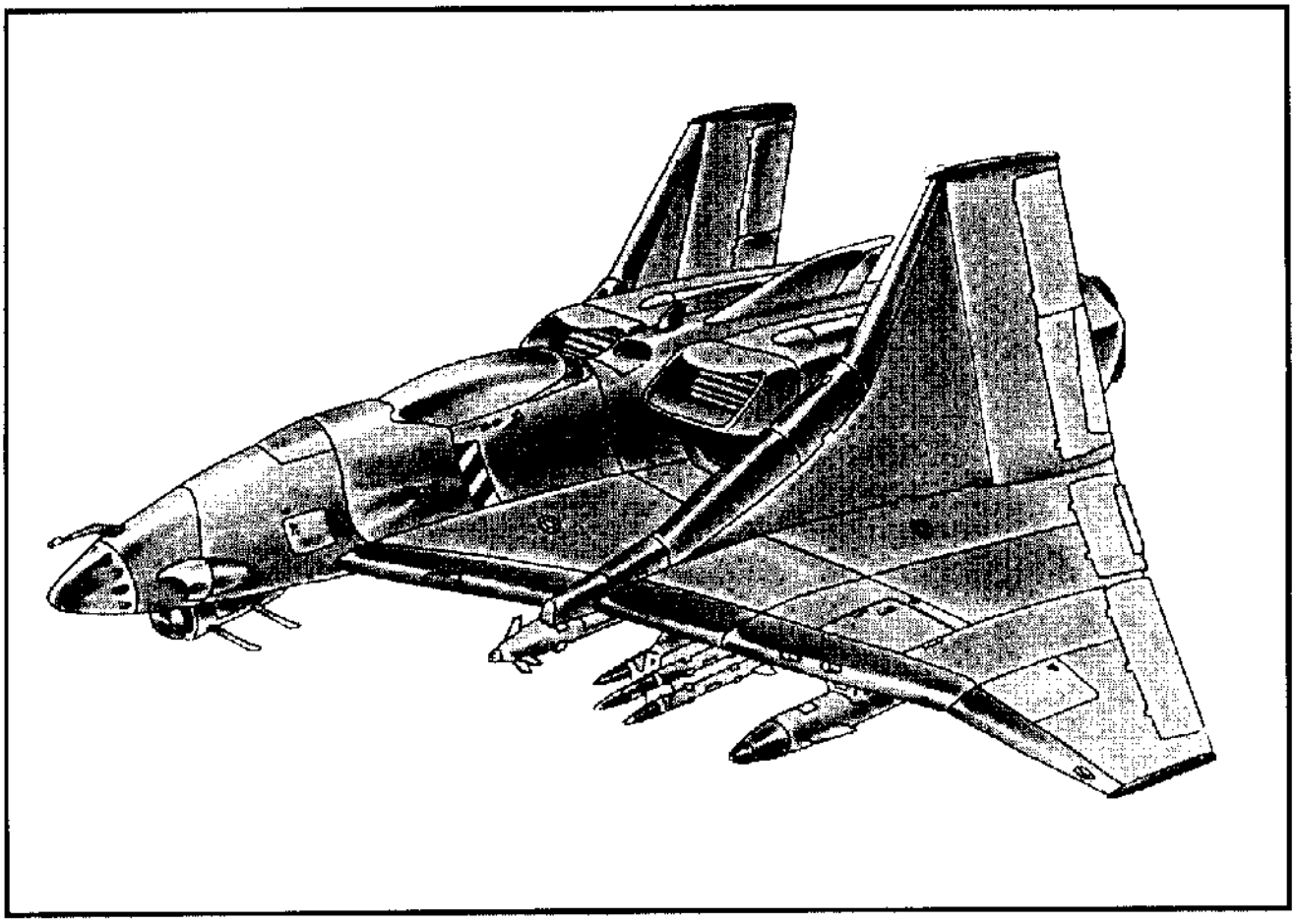
Top Speed: 144 mph
Crew: 1
Passengers: none
Maneuverability: +1/+3
SP: 15 (Armor 1)
Mass: 120 kg
Acc/Dec: 18/30 mph
Range: 270 mi
Cargo: none
SDP: 30 (Body 1)
Type: Motorcycle
Cost: 36,000eb

SPECIAL EQUIPMENT:

Off-road capability, Long-range radio, Civilian nav system, searchlight.

WEAPONS:

Darts are not delivered with weapons, but they come standard with two open weapon mounts (firing systems already installed) for 1/2-space weapons (as per *Maximum Metal*). Typical armament is Militech Urban Missile Launchers (*Chromebook 2*, pg.41), or H&K G-6 Squad Autos (*Chromebook 1*, pg.51).



ATF-37B Thunderhawk

Militech's entry into the medium multi-role fighter class dominates the skies! Superior avionics, modular equipment modules and a cybernetic "fly-by-mind" control system make the Thunderhawk the only aircraft that you'll ever need for ground-attack, air-superiority or combat air patrol. Buy yours before your competition does!

STATISTICS:

Top Spd: 1040 mph
Crew: 1
Passengers: none
Maneuver: +3
SP: 20 (Armor 1)
Mass: 20 tons

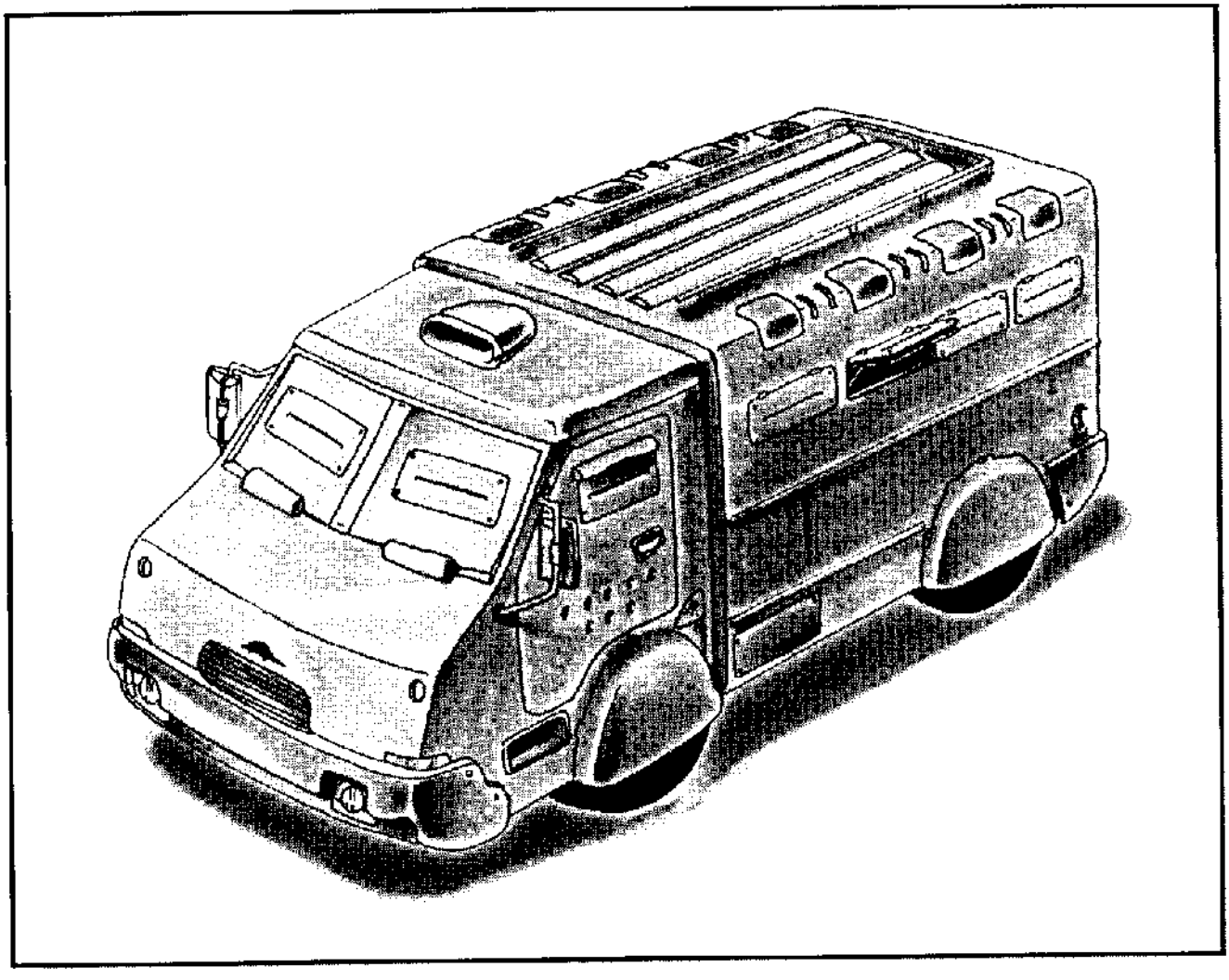
Acc/Dcc: 20/25mph
Range: 2656 mi
Cargo: none
SDP: 250 (Body 12)
Type: Small Jet
Cost: 12.5Meb

SPECIAL EQUIPMENT:

IR Baffling, Crash control system, Damage control, Ejection seat, Environmental control, 12 Man-hour life-support system, Chaff and Flare dispensers, Military radio with scrambler, Visual and Microwave rangefinders, Multi-targeting, Auto-pilot and Navigation systems, Cybernetic linkage, ECM, Optics with Image Enhancement, Low-lite, Telescopics and Thermograph, Laser-, Microwave- and Radar-Detection systems, Military Radar w/terrain-following and look-down.

WEAPONS:

Computer weapons sight (+5), 2x pod-mounted 20mm gatlings, painting laser in wide-angle turret, 2x pod-mounted AAMs on wingtips, 34 spaces for additional pod-mounted weapons or equipment (as per *Maximum Metal*).



New American Motors "Armadillo" Armored Road-Home

Back in the good old days a family could head out in their RV and enjoy a weekend in the woods. These days, the road to the woods is often blocked with armed road gangs, and it takes armored firepower to get back to nature. That's where the Armadillo comes in—the latest in road safety.

The Armadillo is popular among corporate executives who like to camp, but like to stay secure. For Nomads who can afford it, the Armadillo is one of the vehicles of choice. It's occassionally put to other uses, such as rolling ripperdoc stations, police operation command posts, etc.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 6
Maneuverability: -3
SP: 27 (Armor 1)
Mass: 3.6 tons
Acc/Dec: 15/40 mph
Range: 500 mi
Cargo: 1200 kg, 2 spaces
SDP: 90 (Body 4)
Type: Pickup
Cost: 85,000eb

SPECIAL EQUIPMENT:

Off-road capability, 2 Fold-down beds, Radio, Galley, Small bathroom, Optics w/Low-lite, Passive IR, Six-person/week water supply, TV w/sat dish, Simple security system.

WEAPONS:

Turret for a 1/2-space weapon (as per the rules in *Maximum Metal*).

New American Autoworks "Vulture" Heavy Tow Truck

Tow Truck drivers are exposed to some of the worst situations. Sometimes they have to pull crippled vehicles out of a firefights—or haul off a vehicle in the face of the owner's firepower. The ultimate tow truck for those bad situations is the NAA Vulture. It features an armored cab, remote tow connector, weapons turret, six-wheel drive, and the raw horsepower to tow up to *36 tons* of vehicle!

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 1
Maneuverability: -4
SP: 40 (Armor 2)
Mass: 8.3 tons
Acc/Dec: 10/30 mph
Range: 500 mi
Cargo: 2.75 tons, 5 spaces
SDP: 125 (Body 6)
Type: Truck
Cost: 215,000eb

SPECIAL EQUIPMENT:

Off-road capability, Heavy winch, Long-range radio, 2x searchlights, remote-controlled tow connector (allows hitching-up without the driver leaving the cab).

WEAPONS:

A turret for a 1-space weapon (as per the rules in *Maximum Metal*).

Sport Eurasia "Microbike"

Take a hint from LaShred (aka "Ladder-Shredders"), Singapore's hip new phenomenon of motorcyle-riding sararimen* who you've seen on the cover of *Pop Tech Magazine*. They all ride Sport Eurasia's Microbike—and why not? You can fold it up and wear it like a backpack, and still do 55 on the freeways! The fully-sealed ceramic engine means no grease spots on your suit; the retractable tires keep road grit away; the up-to-the minute trend keeps you on the forefront of maximum fashion.

**"Sarariman" = Japanglish term for "salary man."*

STATISTICS:

Top Speed: 80 mph
Crew: 1
Passengers: 1
Maneuverability: +1
SP: 0 (Armor 0)
Mass: 15kg
Acc/Dec: 18/30 mph
Range: 135 miles
Cargo: 20kg, 1.3 spaces
SDP: 7 (Body 0)
Type: Motorcycle
Cost: 100eb

SPECIAL EQUIPMENT: None

WEAPONS: None

Brennan "Hermes" Courier Motorcycle

The fast pace of modern business requires the fast transmission of information and material. While some info-docs can be sent via modems, phones, and faxes, sometimes things have to be delivered in person. When it has to be there fast, get a courier—get a Hermes.

STATISTICS:

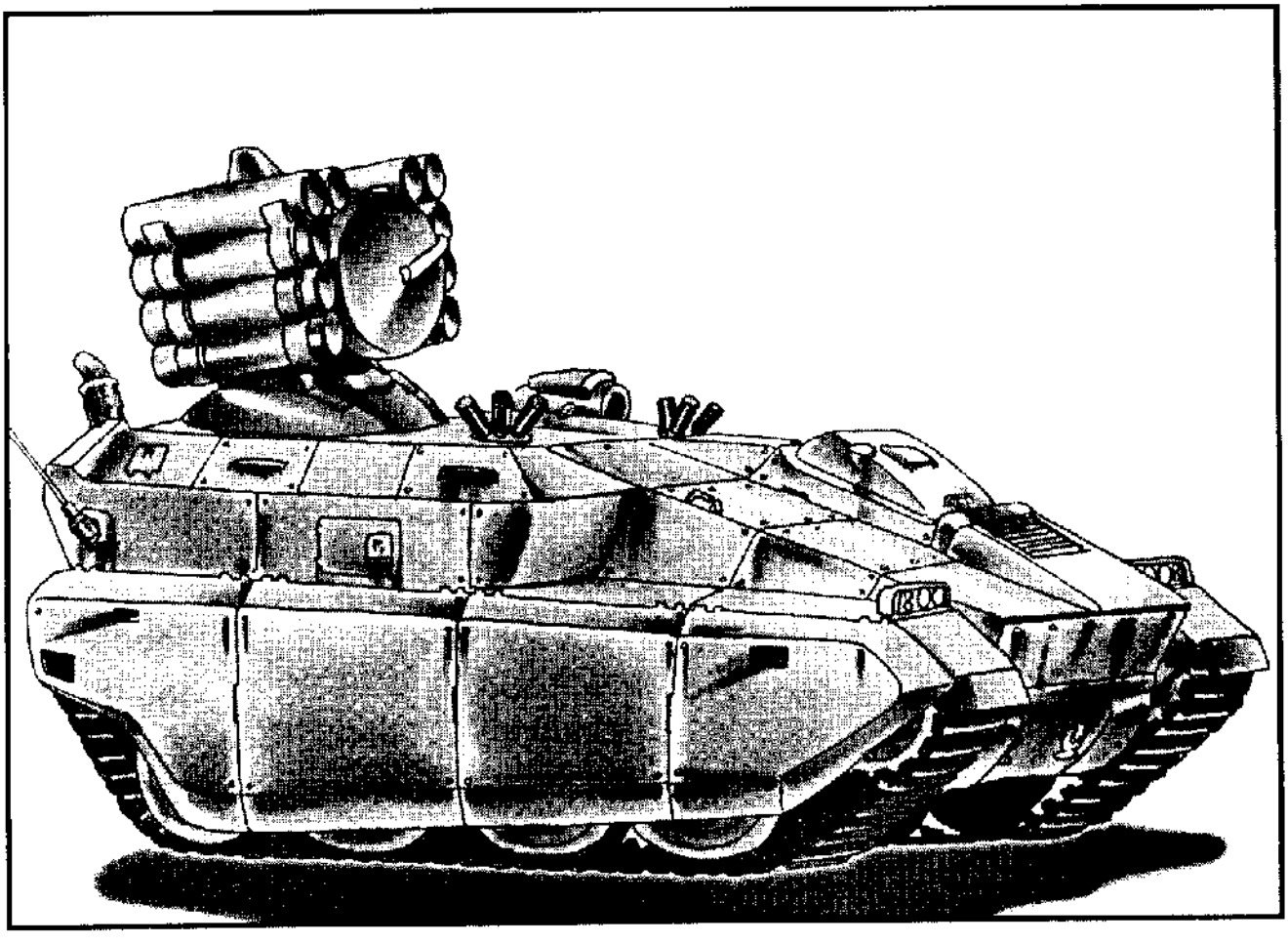
Top Speed: 72 mph
Crew: 1
Passengers: none
Maneuverability: +2
SP: 0 (Armor 0)
Mass: 80 kg
Acc/Dec: 18/30 mph
Range: 270 mi
Cargo: special
SDP: 20 (Body 1)
Type: Motorcycle
Cost: 250eb, plus options

WEAPONS:

None

SPECIAL EQUIPMENT:

Radio, Cell phone. Cargo space is contained in a courier case, which is removable for carrying. The case lock is electronic and has a Diff of 20+ to pick. The case itself is SP25. Cases come in may varieties, including a Hot/Cold case for food (100eb), a med transport case for perishable/sensitive medical supplies (200eb), a high security case with Diff 25+ lock system and SP35 (300eb), and a biohazard transport system (400eb).



M-62 "Volcano" SAM Launcher

The M-62 is the standard air-defense weapon system of the EEC's Combined Military Forces. Nicknamed the "Volcano" by field personnel (due to its ability to literally erupt with missiles by firing at up to ten different targets at once), the M-62's missiles home in on aerial targets with an IR heat-seeking system. Unlike the previous generation of SAM launchers, the Volcano can defend itself with some proficiency against attacking infantry and light armored vehicles.

STATISTICS:

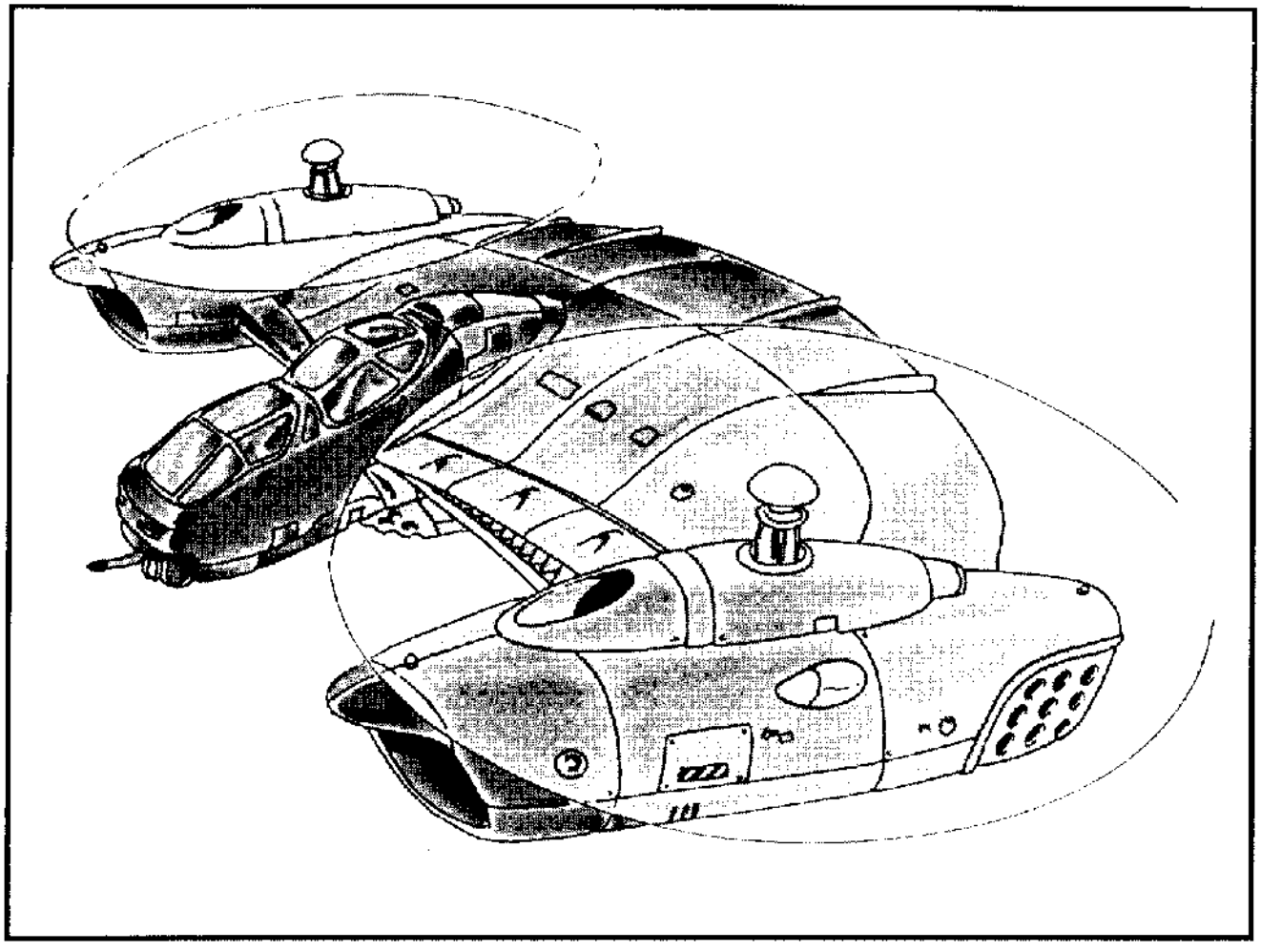
Top Spd: 40 mph
Acc/Dcc: 13/50 mph
Crew: 2
Range: 300 mi
Passengers: none
Cargo: 2.5 tons, 1 space
Maneuver: +2
SDP: 140 (Body 7)
SP: 40 (Armor 2)
Type: Tracked IFV
Mass: 14 tons
Cost: 950,000eb

SPECIAL EQUIPMENT:

Amphibious modifications, Fire extinguisher, Military radio w/scrambler, 12 man-hours life support, Anti-personnel grenade charges, Military Radar w/target ID, Auto-pilot and Navigation systems, 2 Hot smoke projectors, Optics w/Active IR, Telescopics and Thermograph.

WEAPONS:

10x VSAMs in high-angle open mount w/ multi-targeting (see *Maximum Metal* for stats).



Bell UH-10 PAPC

With the advent of powered armor as a viable battlefield weapon, a problem has appeared: no AV or helicopter is really powerful enough to haul a full squad of PA suits! Even the monster S-M Dragon only carries 4 tons, barely enough for five Arasaka Standard-B suits (or three Boris suits), and the AV-9 can only fit two Militech Commandos! Since the normal U.S. Army PA squad is four 800kg suits and a 1500kg "Pigman," the Army commissioned Bell to build the UH-10 Powered Armor Personnel Carrier. Mitsubishi/Arasaka is also selling this carrier under commercial license.

In tight spots where the helicopter cannot land to deploy the suits, the PAs either jump (using jump jets or parafoils to slow them), or are lowered by winch.

STATISTICS:

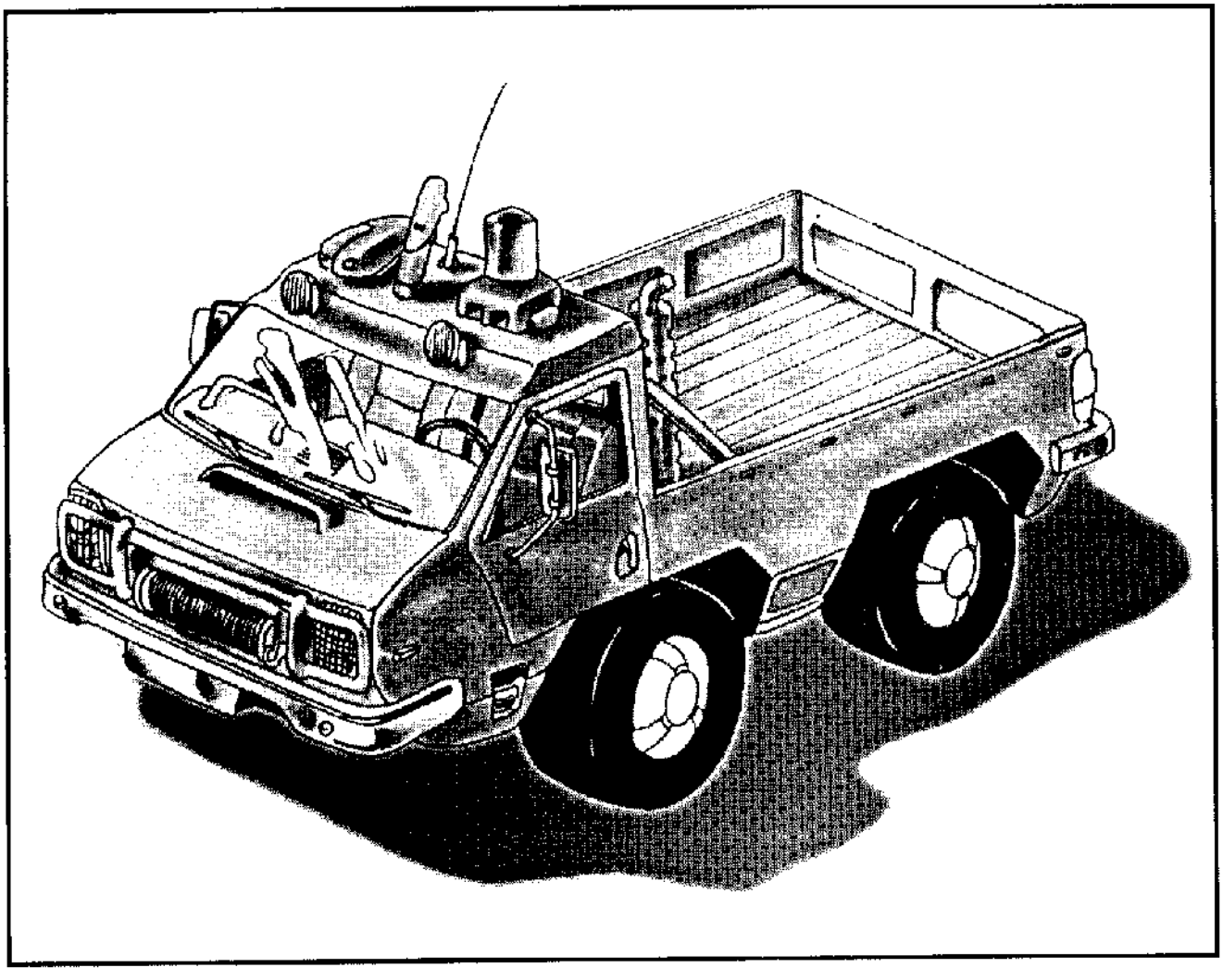
Top Spd: 135 mph
Acc/Dcc: 15/15 mph
Crew: 2
Range: 1000 mi
Passengers: none
Cargo: 5 tons, 12 spaces
Maneuver: -2
SDP: 250 (Body 12)
SP: 40 (Armor 2)
Type: Heavy Helicopter
Mass: 10 tons
Cost: 1.85Meb

SPECIAL EQUIPMENT:

Auto-pilot and Nav systems, Ejection seats x2, Chaff and Flare dispensers, IR baffling, Military radio, Optics w/Image-enhancement, Telescopics and Low-light, Thermograph, Laser/Radar detectors, Military radar.

WEAPONS:

None



Spinelli Autotech "Nomad"

Inaccessibility isn't in the Nomad vocabulary. It's a vehicle with the same insatiable wanderlust as you, undaunted by perilous mountain paths and swift-running rivers. An ideal all-terrain vehicle, the Spinelli Nomad is suited for both the urban jungle and the rugged outdoors.

The Nomad's multi-configurable tires have retractible knobs which can be extended with a flip of a switch—then you're ready for off-road action! It also has a computerized suspension system that reacts to changes in terrain. Survivable, capable and powerful—when the going gets tough, turn to Spinelli Autotech.

STATISTICS:

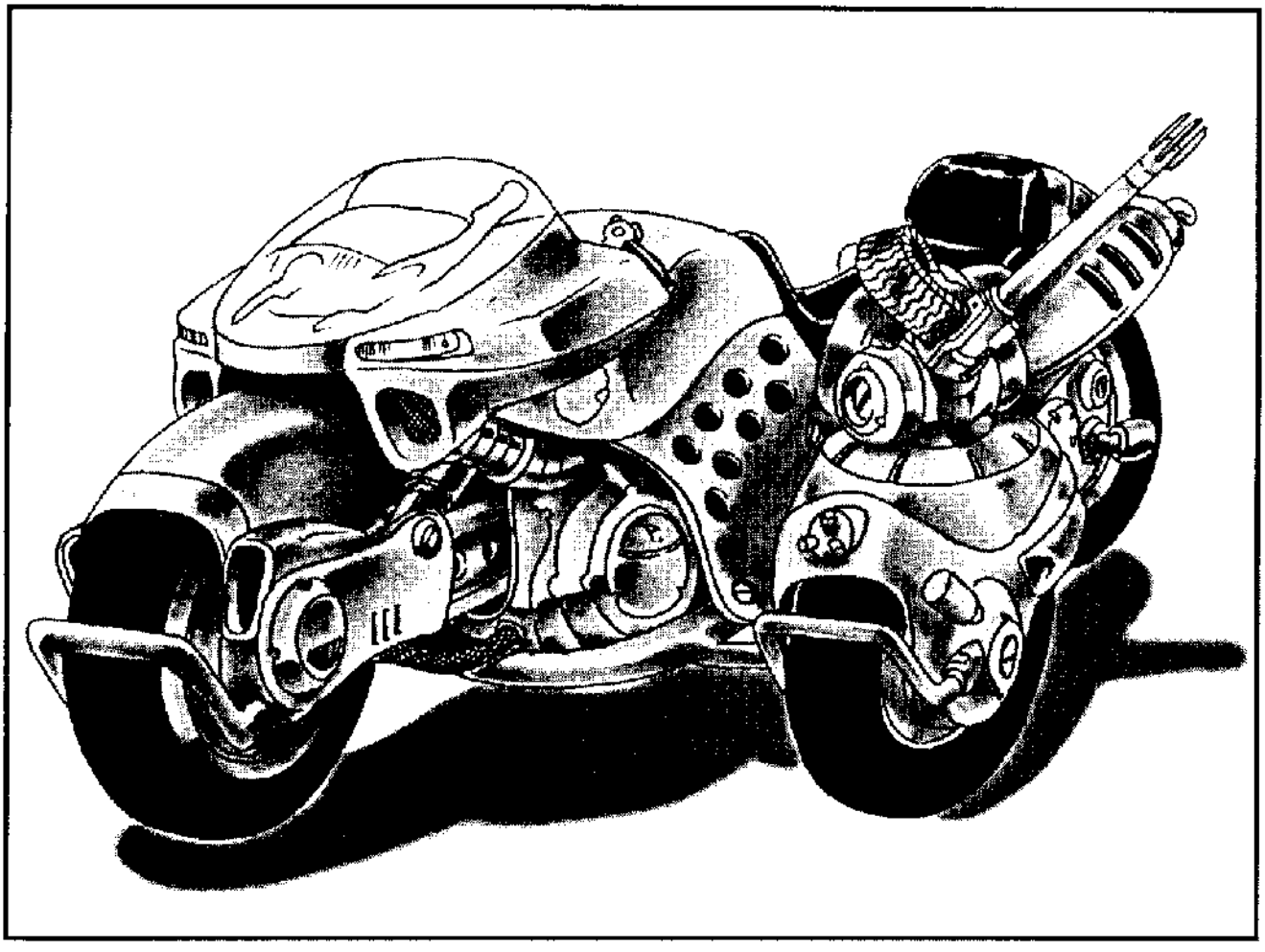
Top Spd: 100 mph
Crew: 1
Passengers: 1
Maneuver: 0
SP: 8 (Armor 0)
Mass: 1.6 tons
Acc/Dcc: 15/40 mph
Range: 500 mi
Cargo: 525 kg, 3 spaces
SDP: 40 (Body 2)
Type: Pickup truck
Cost: 55,000eb

SPECIAL EQUIPMENT:

Off-road capability, Environmental control, Crash-control system, Long-range radio, Civilian nav system, Amphibious modifications.

WEAPONS:

none



Brennan Cycles "Ares" Combat Bike

No motorcycle is more suited for the roads of 2020. The Ares utilizes the patented Brennan Cycles *Gendarme* chassis, making it one of the most durable cycles on the road. It comes equipped with a removable weapons pod. Normally a cycle would be incapable of supporting the weight of an exterior pod. However, the innovative designers at Brennan installed the gun pod in a sidecar configuration, so the road supports most of the weight. The weapons pod holds a 20mm autocannon, standard. Fully-computerized SmartSuspension allows you to use the sidecar/weapons pod without sacrificing maneuverability.

Popular among Nomads and GoGangers, it's usually illegal (thanks to the standard autocannon). The cycle is available sans cannon for 3500eb less.

STATISTICS:

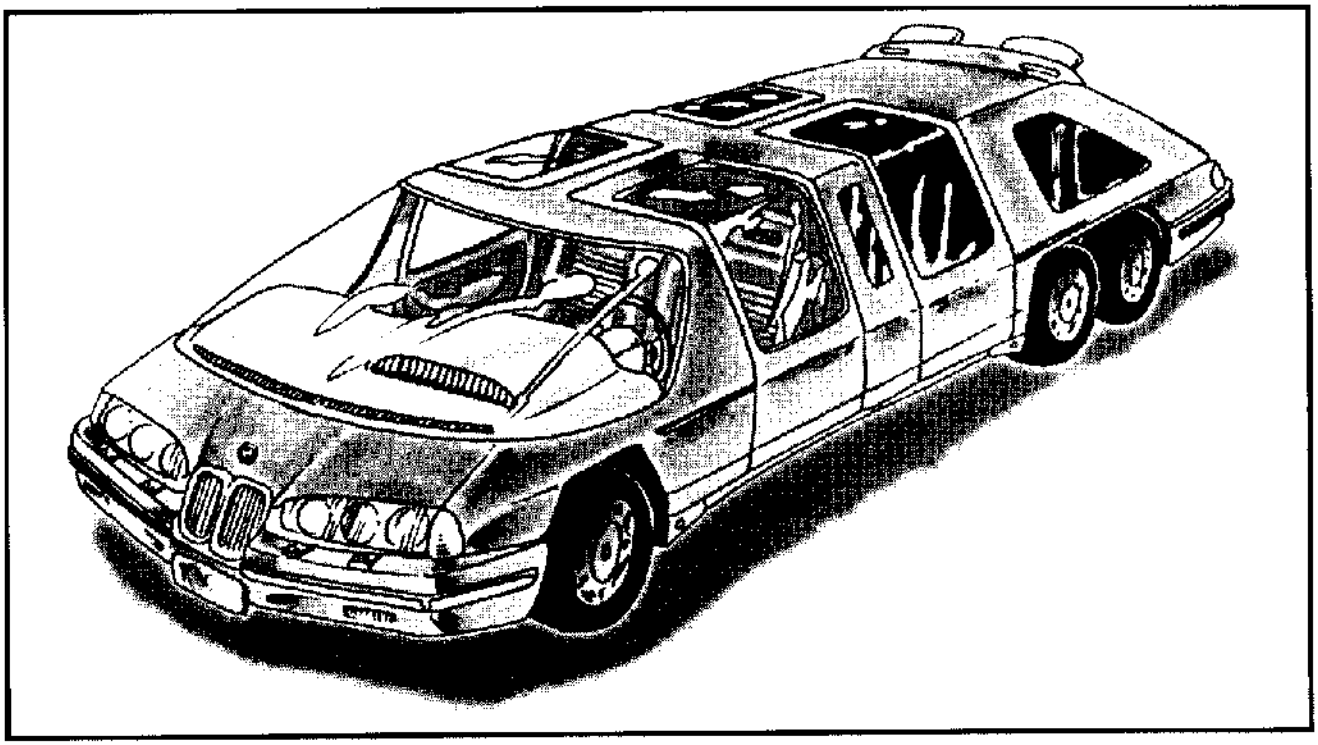
Top Spd: 95mph
Acc/Dcc: 27/30mph
Crew: 1
Range: 130 mi
Passengers: None
Cargo: 45 kg, no spaces
Maneuver: +2
SDP: 37 (Body 2)
SP: 12 (Armor 1)
Type: Cycle
Mass: 148 kg
Cost: 21,000eb

SPECIAL EQUIPMENT:

Off-road capability, Radio, Radar detector.

WEAPONS:

20mm autocannon in gun pod (see *Maximum Metal* for stats).



BMW Burowagen HSR

The multi-purpose Burowagen line of vehicles was offered by BMW from 2009 to 2016; the HSR was the most popular model offered. The 2012 Burowagen HSR (High-Speed Runabout or "office car") is a business-suited sedan which can seat up to six passengers in conference-room comfort. The Burowagen HSR was designed to be used in cities and on short trips (such as an airport-to-office ride) and allow business to be carried out on-the-go, so it is fitted with six rotating bucket seats and a tabletop which folds down from the ceiling. The tabletop integrates a video display system which can be linked to a portable computer for presentations. The HSR's driver is supported with radar detection, an advanced nav system and basic auto-drive, while the drive-by-wire controls and cyber-interface ensure that that business is not interrupted by a rough ride. Passenger comfort is ensured by full environment control, and the required cel phone has speakerphone capability and can connect with the vid system for visual communication. Becuase promptness is important in the business world, the Burowagen HSR has a high-performance engine (with improved antilock brakes), and a modest fuel tank suited to its commuter design. Naturally, the Burowagen has complete security system features which can be set by the driver; along with that necessity for the urban businessman, a layer of light Kevlar. To protect against collisons, the HSR's body has a reinforced crash cage and AntiDent™ frame, and each seat contains deccelerator straps and airbags. Finally, the Burowagen HSR's businesslike styling will satisfy any auto buff.

STATISTICS:

Top Speed: 110 mph
Crew: 1
Passengers: 5
Maneuver: +3
Armor: SP12 (Armor 1)
Mass: 2.9 tons

Acc/Dec: 15/50 mph
Range: 200 mi
Cargo: 0.96 tons
SDP: 75 (Body 4)
Type: Car
Cost: 90,000eb

SPECIAL EQUIPMENT:

Video display system, Radar detector, Satellite uplink, Navigation and auto-drive systems, Cybemetic interface, Environment control, Entertainment system, Cellular phone, Crash control system, Shocker security system.

WEAPONS:

None

VEHICULAR OPTIONS

NOTE: Most of the systems listed below use terms from the Maximum Metal supplement. Refer to that book for explanations and clarifications.

CIVILIAN NAVIGATION SYSTEM:
Availability C, 250eb, no space. Operates exactly like the military one, but is only 80% accurate in "uncivilized" off-road areas.

PUNCTURE-PROOF TIRES:
Availability P, cost is equal to 1 SDP of the vehicle in question/tire, no spaces. These tires are designed to take almost any amount of damage. Proof against fire, sharp objects, and small arms. They have 1/2 the vehicle's SDP/SP instead of 1/3.

BULLETPROOF GLASS:
Availability C, 200eb/side of vehicle, no spaces. Any of a vehicle's windows can be replaced with this glass. SP=15.

MINI-COMP:
Availability E, 1000eb, no spaces. Normally designed as a portable system, mini-computer (equal to an EBM "PCX" w/30 MU) is installed in the dashboard or control panel and is tied into the vehicle's power source. The comp comes equipped with a fold-away high-definition screen and keyboard.

WINCH SYSTEM:
Availability C, 1500eb, 1 space. This option consists of a hook and a 100m cable which is driven by a high-powered motor. The mechanisms are firmly anchored to the vehicle's frame so the winch an easily pull the vehicle's own weight without risk of damage. In ideal conditions, the winch can pull up to 15 tons. The amount of weight it can actually pull will be dictated by the vehicles' own weight and various situational mods (Ref's discretion). The winch cable has 30 SDP.

EXTERNAL VIDCAM:
Availability P, 500eb, no spaces. A wide-angle video camera is placed in a fixed position on the exterior of the vehicle. The vidcam stores its images on digital chip (245 hours of recording) and it may be linked to a screen inside the vehicle. A standard option in most police vehicles.

CHUTE:
Availability P, 2000eb, 1 space. A parachute is installed in the rear of the vehicle (ground vehicles only). When deployed, the vehicle is considered to have a deceleration of 75mph until the chute is detached. The chute can be triggered at any time (it does not cost an action) and detached at any time. When the chute is deployed a skill roll at Diff 15+ should be made, failure results in a check on the Failure Table (*Maximum Metal*, pg.10). It takes four rounds to repack the chute into its release mechanism.

LOUDSPEAKER:
Availability E, 150eb, no space. A standard amplifier designed to boost the voice of the user. The speaker is mounted externally. A standard option on police vehicles.

RAM:
Availability P, 1000eb, 1 space. The front of the vehicle is reinforced and a sharp metal bumper is installed. Adds one point of Penetration to ramming attacks after normal damage is multiplied by the Weight Mod (see *Maximum Metal*, pg.11).

GAS SPECTROMETER:
Availability R, 1000eb, no space. Mounted externally, the spectrometer samples and analyzes any airborne chemicals that are present. The spectrometer's built-in software (*Chemistry* skill of +5) and memory allow it to identify most known gases and biological warfare agents. The spectrometer will provide a brief summary of the application of any recognized gases and what symptoms to expect from exposure. If a detected gas is not listed in memory then the device will provide a chemical breakdown. The spectrometer can output to a screen inside the vehicle and can be linked to trigger Life Support.

RADIATION DETECTOR:
Availability P, 250eb, no space. This sensor allows radiation to be detected with 95% reliability out to a 25m range. An auditory warning sounds, and the intensity of the radiation is displayed on an internal screen.

HOMING BEACON/TRACER:
Availability P, 500eb, no space. A homing beacon is installed in the vehicle's infrastructure. The tracer displays its findings on an internal screen. The tracer has a range of 5km and displays the location, distance and speed of any beacons on the tracer's frequency. Extra homing beacons can be purchased and installed in other vehicles. Tracers can be jammed by ECM; roll 1D10 every turn, a 3-10 indicates signal was lost.

FIRING PORT:
Availability C, 100eb, no space. This vehicle option involves installing a slot in the vehicle's hull for crew members to fire through. Anything the size of an assault rifle or an LMG can use these ports. The ports can be targeted by small arms fire (with the -4 *Small Target* mod), but not by vehicle weapons. Anyone using a firing port will receive the -3 *Firer Moving/Non-Stabilized Weapon* mod.

MINE LAYER:
This device is mounted under the rear of the vehicle (ground vehicles only). It is capable of laying three types of mines. Anti-personnel and antitank mines are detonated by a trooper or vehicle encountering one physically. Claymore mines are detonated by tripwire, time delay, or via remote control (usually installed in;he vehicle). These mines arm themselves five seconds after deployment. If a mine is released while the vehicle is moving then a roll for scatter should be made (*CP2020,* pg.99). To determine the number of meters shifted, roll a number of D6 equal to the vehicle's current speed divided by 10. These mines are easily detected by magnetometers or chemical sniffers (divide the distance in meters from the mine by 10 and roll over that number on 1D10 to detect it). They're also visible as a disturbance in the ground on an Average *Awareness* check. Mine layers can only be installed in fixed mounts. HVY 0 N R Variable (mine) 5 or 10 1 VR 3000eb, 1-2 spaces. See *Maximum Metal* for more.

MINELAYER MUNITIONS OPTIONS

ANTI-PERSONNEL MINE:
Typified by the Militech M25AP and similar explosive devices used by other corp/gov't forces. 4D10 (Pen 2), 7m radius.

ANTITANK MINE:
The Militech M26AT and others. 6D10AP (Pen 6) direct, 6D6 (Pen 1) 2m radius.

DIRECTIONAL A-P MINE:
The U.S. Army's M20-C Claymore and others. 4D10 (Pen 2); see *CP2020,* pg. 110 for pattern.

COMPUTERS, CYBERDECKS, SOFTWARE AND PERIPHERALS

Cyberpunk 2020 is a world defined by computers. Practically every aspect of everyday life is defined by these machines. But the only computers out there are notebooks and cybermodems? Uh uh!

The old functions of most personal computers of the late 20th century have been absorbed by notebooks like the E-Book (*Chromebook 2*, pg.14). For those desiring more power, there are laptop minicomps (the EBM "PCX" minicomp is characteristic of this line; *Chrome 2*, pg.14). And finally, for those desiring power over portability without the massive expense of a real mainframe, there are the new "PCs," personal computers that pack more processing power and memory capacity than mainframes scarcely 25 years old. This is hardly surprising, seeing that in the 1980-90s, the memory capacity to physical volume ratio doubled each year. The fact that a common 2020 PC is only about 20 times as efficient as its 30-year old precursors points up the fact that breakthroughs in computer technology are growing ever more difficult to come by.

Those 'punks asking "why a PC? A cybermodem is better" obviously haven't checked out *Guide to the Net*, page 144. *"Netrunners who operate through a cybernetically-accessed workstation or mainframe can take multiple actions in a combat round if they run the* **Multi-Tasker** *program IMU 6, STR 5, 1140 ebl first."* What that means is that a netrunner who hooks his cyberdeck up through another computer, such as the Microtech IIKL-4 Workstation (Chrome 2, pg.15), can do a lot more than a weefle-runner plugging through his little modem alone. Sure, the workstation's not as portable, but the advantages...

When running through a station or PC, the Netrunner can operate multiple programs. Indeed, the runner can have the PC run programs even when he's not hooked up to his cyberdeck! Static programs (those that don't have to go anywhere in the Net) and those that don't have to cope with decision-making, are best. Of course, a PC could easily sustain a Daemon doing its job (see page 60). Furthermore, the runner has complete access to the PC's onboard memory (at least 25 extra MU of it!) for program and data storage. And finally, PCs usually feature chipreaders and databases to assist the runner while he or she is in the Net.

There is another use for PCs and similar 'frames: Multi-running (see the Multinetter Utility on page 73).

DAEMON NETRUNNING

With the current phenomenon of netrunning in the popular eye, many forget one of the hackers' oldest tactics, that of inserting a program into a different system and using the system's own processing power to run the program. In the early days of computer calumny, the humble virus routine was the prime example of this activity. With the advent of daemon programs, this tactic has experienced a renaissance.

One of the biggest difficulties of netrunning is that a netrunner has to enter a system from outside, usually via an outside line. This means that elaborate precautions have to be taken to prevent the system's defenses from noticing that there is a foreign signal in the system; failing that, the defenses have to be fought off (an expensive and risky business). Daemon runs avoid this problem by inserting a self-actuating program within the target system and making the system run it as one of its own.

The idea of daemon netrunning is very simple. The netrunner creates a "smart" self-acting program with multiple subroutines, and inserts it within the target system. Once there, the program uses its access (either provided or gained by the program itself) to schedule operation time using the target system's own CPU to do the work! The program then performs its design function, whether it be internal espionage, sabotage, or just mischief. (The definition "daemon" indicates a compiled, multi-part program like a demon, but equipped with more sophistication and semi-independence.)

Making An Independent Daemon

A Daemon is constructed like a Demon. It consists of a **Compiler** function, program Strength (to be modified by the number of carried subroutine programs), and the *Recognition, Movement,* and *Pseudo-intellect* options. More complex additions include the **Interactive** function, and the *Memory, Conversational ability*, and *Advanced ICON* options.

Two new program functions are available: **Disguise** (Difficulty 10), which allows a program to take the identity of another program. This includes codes, passwords, and icon of the imitated program; a system's defensive programs will be fooled into believing the program to be friendly. Monitor programs and sysops get an *Interface* check to spot the hidden nature of the program (Monitors: System STR + *Interface* + D10; Sysops: INT + *Interface* +D10; the disguised program gets its program STR + INT6 + D10). The **Doppleganger** function (Difficulty 20) allows a program to absorb the functions of a program it has just destroyed into the Daemon itself (this requires leaving one of the program's subroutine slots empty). Doppleganger-equipped programs can't be told from the original without scanning their code (takes three turns; netrunner/sysop's *Programming* skill roll versus Doppleganger's program STR + INT6 + D10).

Getting Into the Target System

Once the netrunner has the daemon made up, the program must be snuck into the target system. There are 4 ways to do it:

- Break into the system on a normal netrun and plant the program in the memory files.
- Break into the system physically and upload the daemon from storage.
- Sneak the program into a program transmission, or
- Sneak it in physically via an ally (willing or unwilling).

The first option, that of breaking into the system via a netrun, is fairly obvious. Unfortunately, if the netrunner's intrusion is detected, most sysops run a system search to see if anything's out of place—that means missing or *added*. Most sysops know about daemons, too.

The second option is tricky, but more likely to succeed. It means that the sysop is going to have to go through all workstation/terminal use records to see if there was unauthorized activity, and a successful netrunner can erase or change those records, given enough time. Why, the daemon might even alter the use records on its own...

The third option of sneaking the daemon into a data transmission means the netrunner is going to have to know when such a transmission is taking place, and encode his daemon into it ahead of time. Say, if you know Arasaka's going to make a data dump, and you can break in or compromise the transmission to include your daemon. That involves finding out when a transmission is taking place; the transmission's 'schedule' (where there might be breaks in the transmission), and then comes the act of inserting the demon. All in all, not a difficult process; it simply requires a lot of patience, observation, and the right information.

The last is the surest: Use a human carrier to take the program in and upload it under his user access. If the daemon is hidden on a program chip as a different program, the carrier need not realize that he's planting a bogus program in his system.

Access

Once in the target system, a daemon is pretty useless without access to the CPU. If the netrunner is personally breaking into the system, he could break into the CPU's program queue and assign access. If the daemon is put in by a willing carrier, he or she can use her user access to assign access to the daemon. The daemon can destroy a program already in the system and usurp its access with the Disguise function, or a daemon with the *Doppleganger* function can simply absorb a routine program's identity (and its access). Furthermore, daemons are smart enough to switch identities, upgrading their access. Some might even mimic or absorb system controllers, allowing them complete access to the system! (A quick note on the term access: there are two types—user and program. User access is what hackers and 'runners think of—a rating that tells the computer what files and priorities the person can use. In game terms, it's the various code words/numbers for opening locked files and using special programs. Program access is just the measure of priority assigned to a program—the ability to 'bump' another program from its place in the CPU. Program access depends on the GM; he sets priorities for program if necessary (1 to 10). A Daemon can take the access of a program it has absorbed; a 'runner can set access if he can control one of the system's CPU's, or access can be set randomly (roll a D10) when the Daemon is launched. The lower the number, the longer it will be before the Daemon's function's are actually run.

The most common uses for a daemon program are internal espionage and sabotage. Want to find out what's going on in a company? Plant an information daemon in the company's E-Mail! It gathers info and downloads it to you when you call a fictitious E-Mail account, or it can even call you itself! Want to watch a company's secret projects at work? Same thing, just have the daemon acquire access to that sector.

EAVESDROPPER: this contains the Compiler and Disguise functions; the utility, recognition, and movement options; a STR of 3 (doesn't need to be a powerhouse), and the Databaser program 'carried' aboard. Once inserted, it makes its pre-programmed way to the E-Mail base, takes on the identity of part of the E-Mail sub-system, and records conversations and messages. In addition, it creates an E-Mail account for its user, so the user can call up and the Eavesdropper will download its stored info.

Sabotage works on the "sleeper" principle of espionage. The daemon waits, largely dormant, until activated (this can be done by a timer code in the program, observed activation of another system program, a code from the netrunner, etc). Once awake, the daemon can destroy other programs, insert false data, delete data, take control of items tied into the computer's control, or even crash the computer's defenses, allowing the netrunner a free ride.

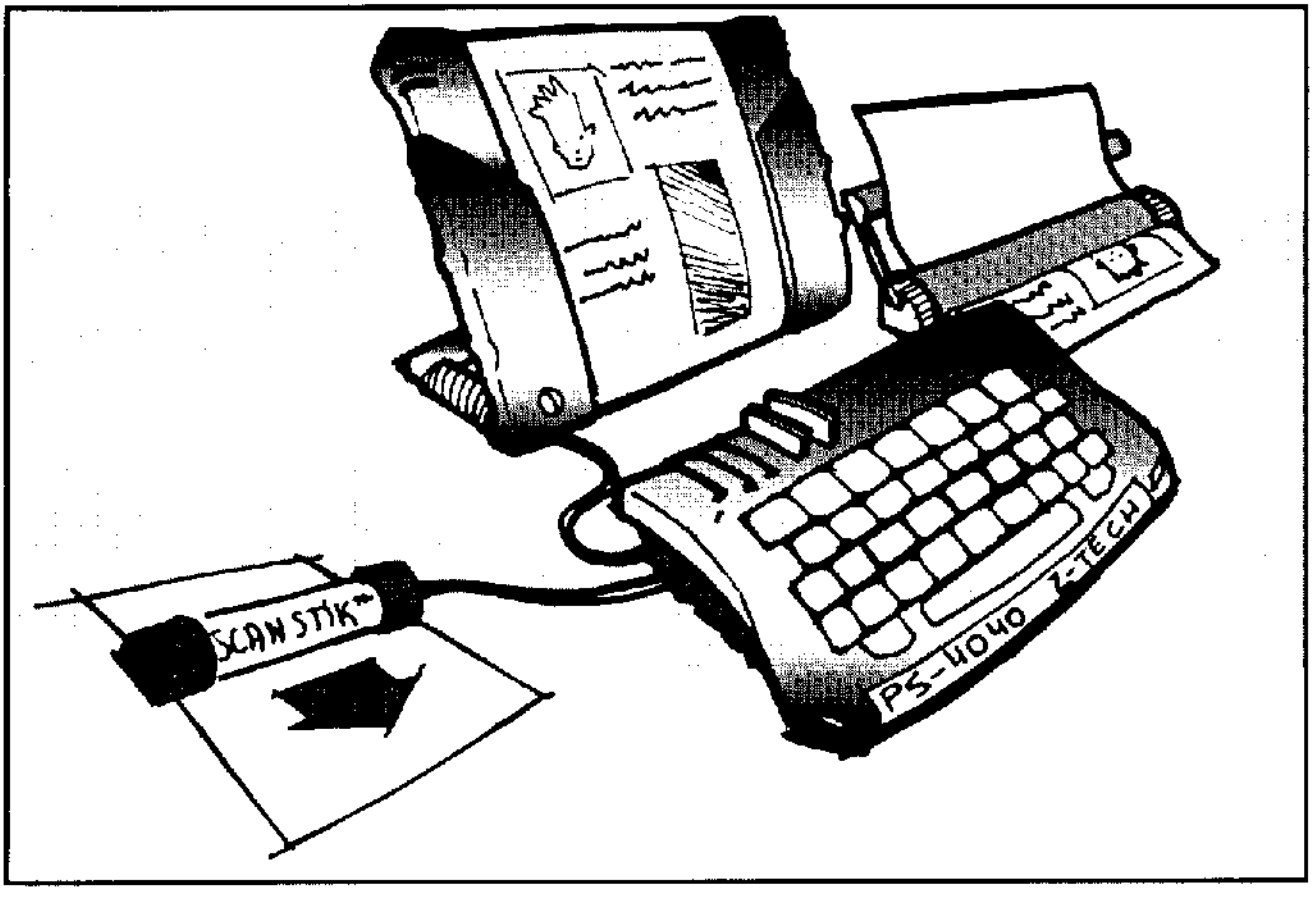
CREAM PIE: a favorite of 'runners connected to the Bozo gang. Compiler and Doppleganger functions; memory, recognition, pseudo-int, movement, and simple ICON options; a STR of 7, and 'carrying' the Poison Flatline, Killer IV, and Murphy programs. Once in a system, Cream Pie seeks out a small program to absorb, and then waits, carrying out the functions of that program, monitoring the system until it can find a large program with high access. It then destroys/absorbs that program and takes over its functions. At the point of maximum use for the system, it activates its Murphy and Killer programs. When an attempt is made to correct the problems, it uses Poison Flatline to kill the system's access to the Net, while displaying a short vid of an animated cream pie smashing into a nerdy programmer's face and exploding in a nuclear blast (accompanied by raucous clown laughter).

Finding Daemons

Not an easy task. By definition, a daemon is usually disguised as another program. Any undisguised daemon will stick out a parsec in every direction when scanned by a defensive program, monitor, or sysop.

Finding a disguised daemon is harder. If the daemon is only imitating another program, and the program it is imitating wasn't destroyed or removed, then the daemon will show up as an extra program, and be investigated. If the daemon has taken the identity of a system program, then a sysop can scan all program sizes. If a given program is lots bigger than it's supposed to be, odds are it's a daemon. This takes about 1 second per MU of programs scanned. How many MU are in that system? A sysop can scan all program operations to match their processor use against program size. If there's a discrepancy, there's usually a daemon. This takes at least a *minute* per MU of programs scanned. A sysop can also review which sectors were accessed on each program run, and compare that with the program's parameters. Programs acting strangely are worth investigating. This takes 2-3 minutes per MU of programs scanned. Finally, desperate sysops can call up every program on file and scan its code for foreign subroutines. This is sure to expose every daemon and bogus program in the system, but since it takes anywhere from 15 minutes to an hour per MU of program searched, this is a lengthy, last-ditch defense!

NEW PERSONAL COMPUTERS



ZETATECH®

ZETATECH PS-4040 Portastation

1000eb

Portable Mainframe Power!

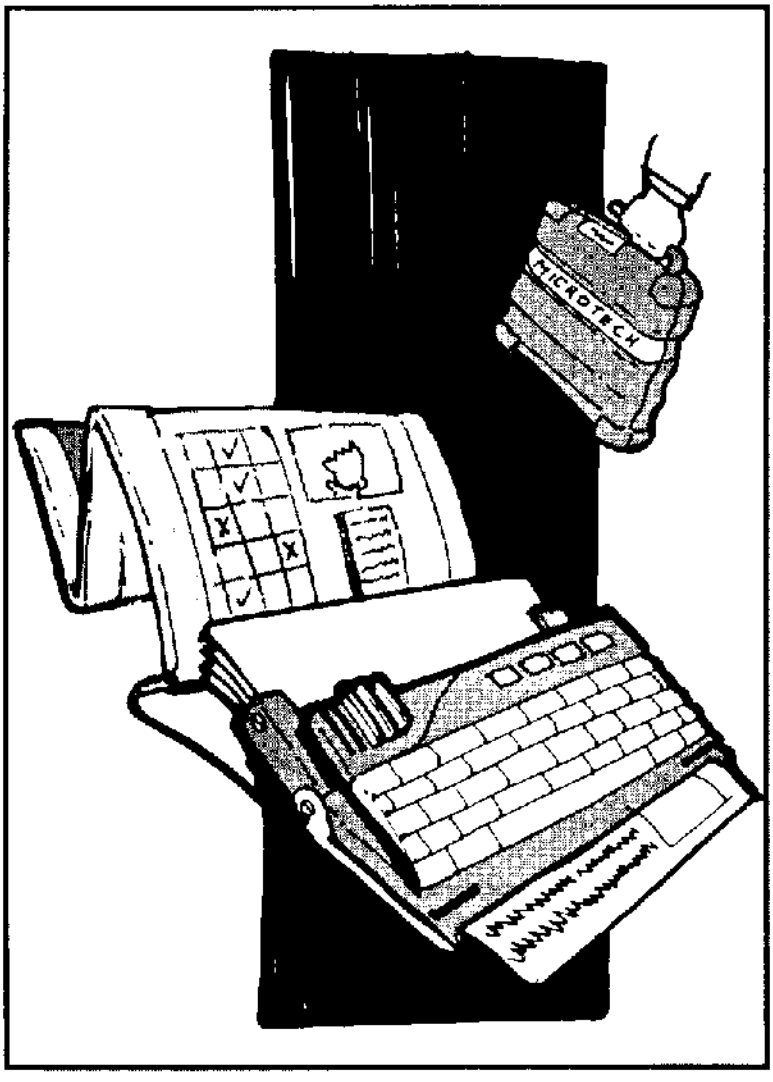
Zetatech enters the mainframe age with their new portable CPU/workstation, the PS-4040. Using the Zetatech 90690 chip (a slight improvement on the 90689 processor; treat as INT 3) as the processing core of the unit, the computer packs a 30 MU storage bank, a 10-slot chipreader, cyberlink and landline input ports, a letter-size printer, an optical scanner, keyboard, full stereo, a 1' by 1' video board, an external power plug, and a 4-hour internal power supply into a shock-and-bullet-proof briefcase (treat as 12 SP, 4 SDP), with the entire assemblage weighing in at 3 kilos! The Portastation has three expansion slots for add-ons, as well as an extra dedicated slot for a modem. Although the Portastation is a manual machine, it's designed for cyber-control, and is easily upgraded (+300eb). Netrunners take note: The PS 4040's architecture is engineered to support cybermodem datafortressing (netrunning by linking a cybermodem through the computer) with all Zetatech cybermodems.

ZETATECH PDA+

680eb

Zetatech challenges the PCX!

The Personal Digital Assistant Plus is packed with the sort of power and options that the corporate world has come to expect from Zetatech. At the heart of the PDA Plus is a ZetaSX multi-tasking CPU (the equivalent of INT 2) and 20MU standard. Just plugging the PDA plus into a phone jack allows it to double as a cellular phone/FAX. The touch-sensitive screen and stylus puts all this power under fingertip control. A digital recorder with transcriber chip allows hands-free dictation and a voice recognition lock-out keeps those documents safe. The PDA Plus is fully compatible with all of Zetatech's CompuMods (*Chrome 2*, pg.18). The PDA Plus can be powered by house current or its own 6-hour rechargeable batteries. Weight 1.1kg.



Microtech
ARTIFICIAL INTELLIGENCE

"PCZ Super" Laptop

1500EB

The IIKL-4 in a notebook!

Well, not quite, but close! EBM's "PCX" is now in a race for its life; the "PCZ Super" is on the scene! Using folding screen technology, the size of the unit comes down to 6cm by 30cm by 30cm! Running the new 90688 processor (INT 2), the PCZ Super can actually process three programs at once (with a -2 to the effective skill level of each if processing more than two programs simultaneously). It comes with 30 MU of memory, a 5-chip chipslot, a scanner, audio/visual readout and recording, a notepad-size printer, a touch-pad keyboard, and a Flopscreen that measures 30cm by 20cm or folds out to a full 60cm by 60cm! An external power cord is supplied, along with a 150-minute internal power supply. And best of all, the PCZ Super is cyber-standard, already manufactured for cyber-control! Has 1 empty option slot.

WYZARD ELECTRONICS "Handbox" Personal Comp

6700EB

The HandBox is the dream machine: YOUR perfect computer.

Take a look at this oval, dark-grey plastic case you can easily hide behind two hands, and try to figure what you can do with it. Need a hint? It's one of the most advanced mini-comps ever seen.

Yes, the new Wyzard HandBox, a revolutionary design for the portable mini-PC. Open it and you discover its simplicity: a small holoprojector, three slots for datacartridges, two fiber-optic connectors for peripherals—and a vocal interface!

Now, switch it on: the 30cm x 30cm holoscreen appears above the Box, displaying images in 1000's of colors. Just snap a removable MU cartridge into the machine and you're ready to work. The HandBox responds to your voice, but if you want secrecy, connect it to a foldable EBM pocket flexi-keyboard. You want more? Forget vocal commands or tiring typing; the HandBox can be linked directly to your brain via trodes, or standard interface jacks. Just think, and computer does the job.

Halfway between a handheld micro-comp (*Zetatech E-book*) and a laptop minicomp (EBM PCX), the HandBox has a 1 INT CPU; a removable hard-disk (140eb) gives +1 to INT, +1 to Processor Speed. 1 MU datacartridges are 100eb each. Voice and cyber-control standard. HiRes holoscreen standard. Foldable touchpad extra, 150eb.

NEW CYBERDECKS

SPEED: +0 MEMORY: 10MU DATA WALLS: +2 OPTIONS: None.

EBM PNI 210

1000eb

EBM's Personal Net Interface 210 is a reliable, standard deck: the kind that most 'runners, even the greatest, started their careers with. EBM components guarantee dependable operation, and the sleekly styled casing, in your choice of colours (black, chrome, scarlet, metallic blue), lets the world know that you are ready for them. ('sleek style' = a box with rounded edges. Whaddya expect for 1000eb, gato?)

SPEED: +1 MEMORY: 10MU DATA WALLS: +3
OPTIONS: Keyboard, 2'x1' Videoboard, Chipreader.

Zetatech Parraline 5700

2100eb

A simple chrome hemisphere, the Parraline 5700 is the deck for the new 'runner who doesn't need to flaunt it. This deck delivers the performance you would expect from Zetatech, in a package that doesn't waste its time with flashing lights. This is the deck for people who know they have style, no matter what the others say.

Game note: *yes, a simple chrome hemisphere, but it's surrounded by a mess of wires connecting the 'runner, the keyboard, the videoboard and the chipreader to it. Style? Ha!*

Raven Microcyb Rook

4000eb

SPEED: +1 MEMORY: 10MU DATA WALLS: +3
OPTIONS: Fully Portable, Cellular.

For the netrunner who's just starting out, but needs to be on the move, the Raven Microcybernetics Rook is the ideal cyberdeck. Fully portable and cellular, you can take it anywhere and the net will be just a thought away. And with Raven styling, you can take it *anywhere*. The elegantly curved contours, emphasised by the simplicity of the black or chrome finish, will fit into any establishment, no matter how high class. With the Rook you are ready to move - upwards.

Special offer: any undamaged Rook returned to a registered Raven Microcyb dealer is worth 4000eb off your next Raven deck.

Game Notes: *The Rook is oval in outline, 20cm long and 10cm broad. One side is flat, while the other side swells in a aerofoil shape, bulging 7cm at the peak. The special offer is genuine, but the dealers will not take decks that have been modified to not tell Internet who they are. And since all player 'runners will have done that, they can forget it.*

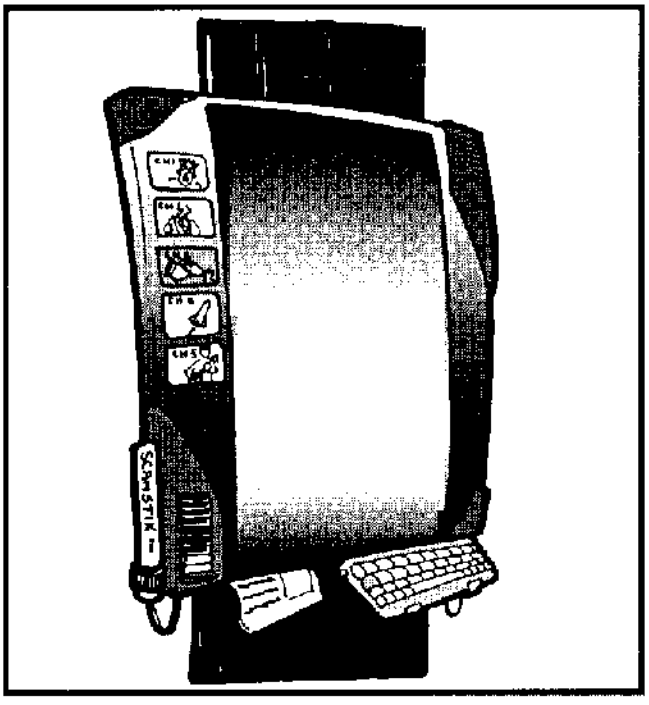
Lang Conpro-II Masterdeck

5000eb

The One True Combat-Controller Cybermodem!

SPEED: - 1 MEMORY: 15MU
DATA WALLS: + 10 OPTIONS: Cellular.

Designed particularly for Control Remote functions, the lunchbox-size Conpro-II has a speed of -1 for Netrunning but a bonus of +1 to any Control Remote attempt due to its fine-tuned signal modulation system and dedicated processor allocation. It is cellular-capable, but also includes a cable for direct linkage to the Net; when this is plugged directly into the physical system being controlled, the bonus to the Control Remote function becomes +2.

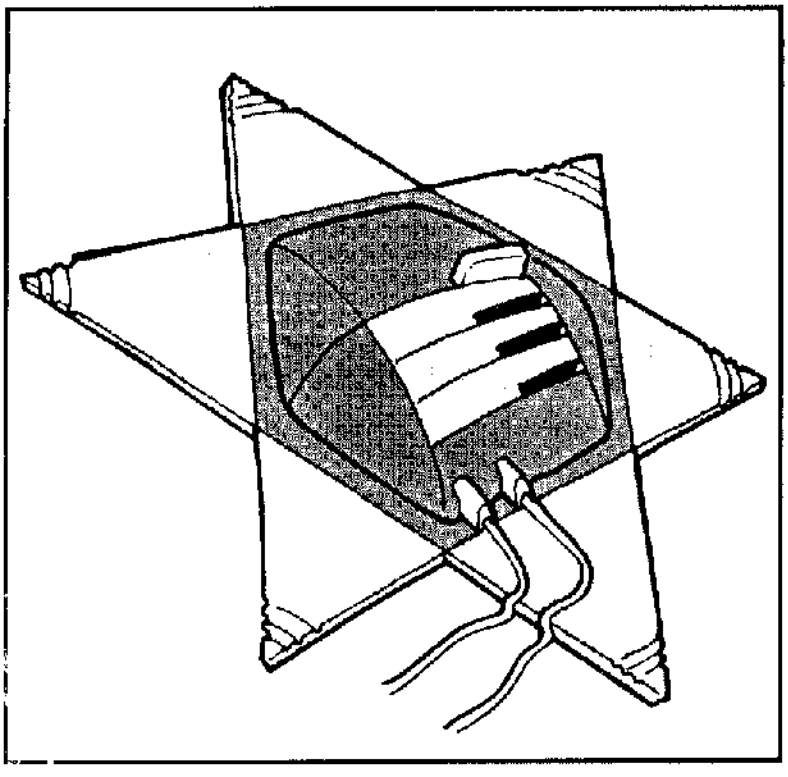


Zetatech Parraline 5800

6500eb

The Parraline 5800 is a deck that you will want to show your friends. The large videoboard, in its frame (wide range of colours and finishes available), will be a fine focal point of any room. The videoboard can be programmed to show a Net tour (the deck is capable of some independent movement in the Net, but only in completely open areas), or images from an installed chip, while it is not in use. During use, if activated, it will show your progress. What's more, the power of the deck itself will ensure that you do not embarrass yourself in front of your colleagues. Climb the business or social ladder by showing them who's the best!

SPEED: +3 MEMORY: 15MU
DATA WALLS: +6 OPTIONS: Keyboard, 4'x4' Videoboard, Chipreader, Scanner, Voxbox, Printer.



EBM PNI 412

4200eb

The PNI 412 is the deck for those serious about their business in the net, and those who want security. The deck sits on the tabletop, and remains closed unless you press your thumb to the top. Once that is done, the sides fold down, and you can plug in, unfold the videoboard, and take hard copy from the printer. What's more, the hexagonal prism design looks elegant even when it isn't in use. Available in chrome, black, white, or, for a small additional sum (400eb), with moving, abstract designs on the outer panels. The cyberdeck as a work of art is here.

Game notes: *A Difficult* Electronic Security *roll will open the lock without the thumbprint.*

SPEED: +2	MEMORY: 10MU
DATA WALLS: +4	OPTIONS: Keyboard, 2'x2' Videoboard, Chipreader, Printer.

Omnibus Cyberspace Explorer One

25,000eb original (1300eb used)

SPEED: - 1 MEMORY: 10MU DATA WALLS: +2
OPTIONS: Keyboard, Videoscreen and plugs for old "Goggles & Gloves" VR interface. NOTE: Original specs; many upgraded versions known.

This model is now on exhibit in the Smithsonian as the first real interactive (and commercially successful) stationary deck. These puppies were manufactured by the tens of thousands and distributed all over the world from 2002 to 2007. There are now modified and augmented versions of this device all over the world. Very few techs could accept the interface plugs before 2006 so this was the state of the art. This model gained the nickname "Model T" in 2008 when the first portable cyberdecks hit the common market. Later versions marketed from 2006 to 2007 included 'trode interfaces but the Netrunner was still not mobile.

PCT Danzig

500eb

SPEED: +0	MEMORY: 10MU	DATA WALLS: +3	OPTIONS: None.

Poland CyberTechnology's Danzig cyberdeck is fairly typical of the home-produced commercial decks coming out of New Central Europe. The plastic casing is usually discoloured in some areas, and the shape will be a poor copy of some deck that was popular a couple of years ago. The circuitry and electronics are out of date, and only barely reliable. However, the Danzig and its competitors are cheap. 500eb is the price new, and anyone with streetsmarts can probably get a knockdown on that.

Game notes: *If a 1 is rolled in the Net, roll again. On a roll of 4-8, the deck crashes, dumping you from the Net. On a roll of 2 or 3, the deck crashes irretrievably, and cannot be repaired. On a roll of 1, the deck crashes and overloads the 'runner's nervous system, causing 1D6 damage. While the deck is being moved around physically, roll 2D10 unless the player specifies that extra care is being taken. On a double one, the deck is struck at its weak point, and falls apart. If moving urgently, this happens if either die shows a one. But they are cheap.*

Raven Microcyb Eagle

11,000eb

SPEED: +3 MEMORY: 20MU DATA WALLS: +5
OPTIONS: Fully Portable, Cellular.

When you need to be tough in the Net, the Eagle is what you want. This deck can take almost anything the Net can throw at it, and come back for more, as well as carrying enough programs to pack a terrible punch in return. But it isn't only tough in the Net; in the meat world it is armoured against damage, and can even be used to fight off assailants. The Eagle: all the strength you could want in a cyberdeck.

The Eagle is 30cm long, and 20cm across at its broadest. It has a handle set into the centre of the deck, so that you grip through it, and the body, which is 5cm thick at the centre, curves to sharp points/blades at either end, capable of doing 1D6+3 damage in melee (use *Melee* skill). It is armoured to SP20, with SDP 20. It also has a thumbprint lock , which requires a Very Difficult (25) *Electronic Security* roll to bypass.

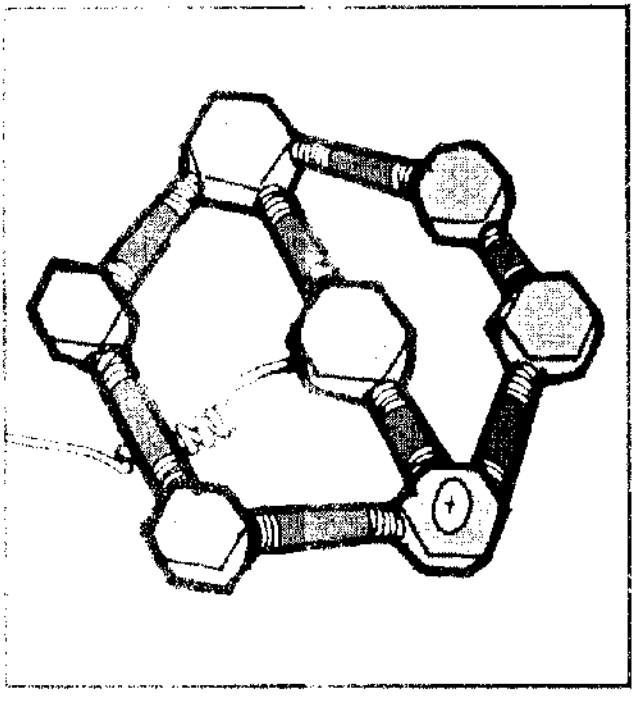
Zetatech Virocana

10,000eb

SPEED: +1 MEMORY: 2CMU DATA WALLS: +8
OPTIONS: Keyboard, 4x4 Videoboard, Chipreader, Scanner, Voxbox, Printer, Computer-capable, Thumbprint Security System.

When you need a deck *and* a computer, but you don't want a deck and a computer cluttering up your workspace, the Zetatech Virocana is the answer. While closed down, it is a sleek, chrome wedge, adding beauty to the environment (60cm square, 1cm thick at front end, 30cm thick at rear). When you open it up by using your thumbprint, the screen unfolds, the keyboard and printer are uncovered, and the Virocana is instantly ready for action. As well as being one of the finest cyberdecks on the market, it is also a powerful workstation. With full cybernetic control, the Virocana will do whatever you want it to.

Game notes: *The computer functions on the Virocana are equivalent to those of a Microtech IIKL 4 (CB2, p15). However, these functions do not affect the netrunning capabilities, although the computer could be programmed to analyse the data gathered during a run before you jacked out (GM's call). The thumbprint lock requires a Difficult (20) Electronic Security roll to bypass.*



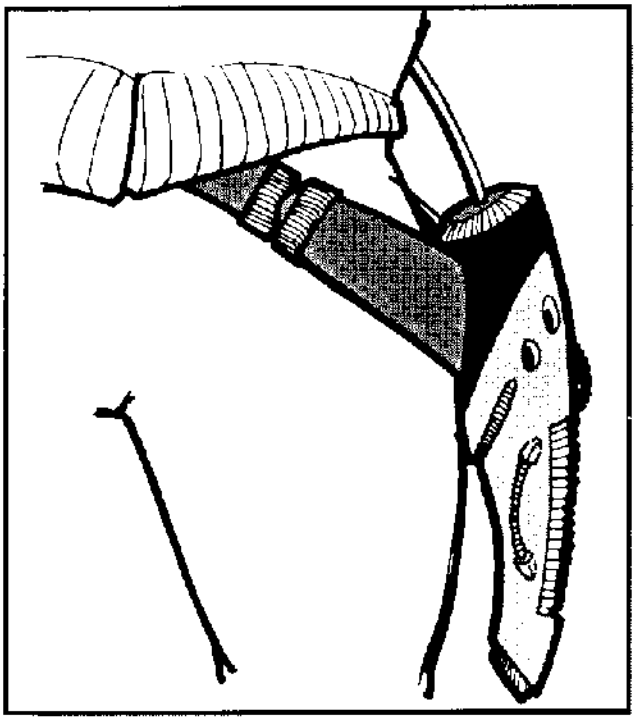
Raven Microcyb Kestrel

9000eb

Like its namesake, the Kestrel is fast and light on its feet, getting what it wants through speed rather than brute strength. For the 'runner who needs to move fast, there's no competition in the price range. The kestrel is fully portable and cellular, so it won't slow your meatbody down while speeding your ICON up. What's more, it's coded to your thumbprint, so no-one else will be able to use it to dodge round you.

The kestrel is physically made up of seven metallic hexagons, each 3cm along each edge and 1cm thick, linked by 1cm diameter, 10cm long chromed rods so that they form a larger hexagon, with six at the vertices and one at the center. The interface lead plugs into the center, and the thumbprint lock (Very Difficult (25) to bypass) is on one of the outer ones.

SPEED: +4 MEMORY: 10MU DATA WALLS: +4
OPTIONS: Fully Portable, Cellular, Thumbprint Security System.



EBM PNI 724π

10,000eb

Business can take you anywhere, even off earth, and you don't want to leave your link to the net behind. The PNI 724π is designed for the 'runner on the move, being fully portable to go where you do. The graceful parabola (30cm long, 14cm across at squared top, 3cm thick) hangs from its own belt, lying along your leg. Available in chrome for the look of a sword, or in a wide range of colours to match your needs. For a small extra charge (200eb) the coating can be ColorChange™, allowing you to match the deck to your outfit. And to ensure your security, the deck is palm locked, so that no-one but you can use it.

Game notes: *The palm lock toggles the jack on and off, so it is possible to leave your deck on by mistake. The lock is Very Difficult (25+) to bypass.*

SPEED: +4 MEMORY: 20MU DATA WALLS: +7
OPTIONS: Fully Portable, Chipreader.

Jeweldecks

SPEED: +2 MEMORY: 15MU DATA WALLS: +5 OPTIONS: Fully Portable, Cellular.

Jeweldecks are manufactured to order by Fabergé of Switzerland. The customer collaborates with the company's designers on the design of the jewellery that the deck will be built into. Armbands are popular, as they can be plugged directly into wrist jacks, but pectorals, medallions, and even earring and necklace sets have been made. The decks are very small, but function normally. The price is independent of the deck, since its price will be swamped by the gold and gems added to it. Jeweldecks cost at least half a million E-bucks, as that is the smallest commission the Fabergé will accept. Only four have been made so far, at an average cost of 2.7 million E-bucks each. None of the decks have failed so far, which is just as well, since repairs would be next to impossible.

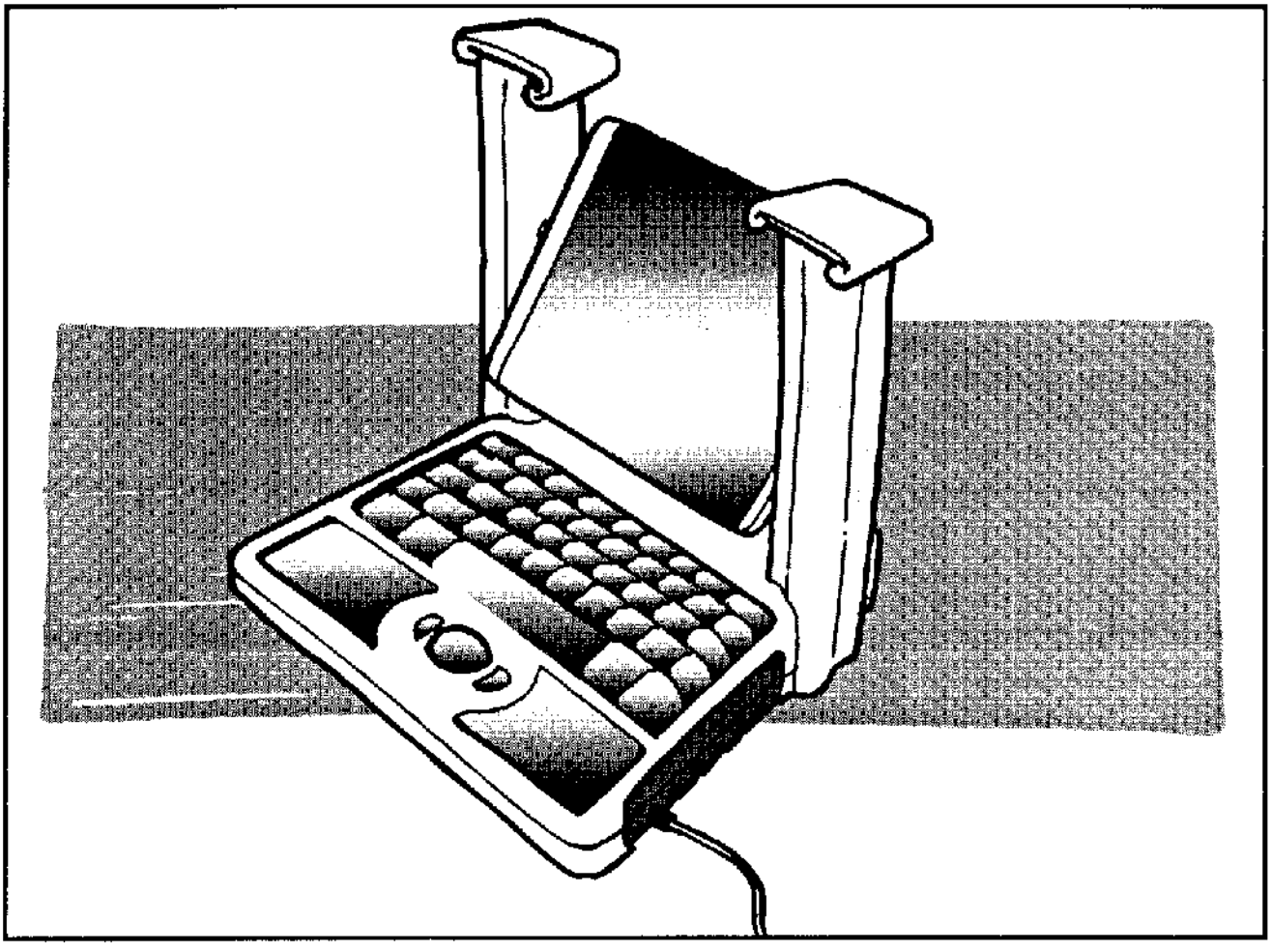
Raven Microcyb Owl

25,000eb

SPEED: +1 MEMORY: 10MU DATA WALLS: +4
OPTIONS: Fully Portable, Cellular, and see below.

New, from Raven Microcybernetics, comes the ultimate in stealth within the net: the Owl. While running the net from this deck, you are invisible. And what they can't see, they can't hurt. No longer need you take up valuable program space with stealth programs, when the Owl does it all for you. And this deck is stealthy outside the net as well: an intelligent chameleon coating (functions as Mirage Gear, *Chromebook 2*, pg.28) means that it's virtually invisible unless you know it's there. But, so you don't lose it, we provide an encrypted beeper.

Game notes: *While using the Owl, the 'runner is covered as if by an Invisibility program with a STR of 3. SeeYa will work as normal, but the stealth features cannot be knocked down by anti-software IC as they are hardwired into the deck. Only a successful anti-system attack will remove the protection. The chameleon coating means that spotting the deck is a Very Difficult (25+)* Awareness *check. However, the encryption on the beeper is not very good: a Moderate (15) tech roll will allow a techie to duplicate it. Working improvements into this deck in any way is hard, requiring at least two Very Difficult (25+)* Cyberdeck Design *rolls and considerable time.*



Dantech Cacciaguida

7000eb

Dantech is an Italian company that specialises in technology that emphasises style over substance to an even greater extent than is normal in the world of 2020, and the Cacciaguida is a perfect example of that. The deck is 60cm wide, 45 cm long, and 6cm thick. At the back, the videoboard rises from the main body of the deck. The deck has a marble finish, with the videoboard framed by Corinthian columns and a classical pediment, and a bas relief frieze runs round the edge of the main body of the deck. The surface is a mosaic, depicting a classicised net scene, and the plug socket is in the mosaic.

In the net, it is even more obvious that style is everything. Everything that the 'runner touches is classicised, and this change is visible to everyone, although it only lasts as long as the 'runner is present. Further, the 'runner seems to do nothing, as slaves scurry to activate programs and search files. This is all an illusion created by the deck, and it has a high cost. The deck has a natural speed of -1, a boost being standard design just to make it usable. In addition, 10MU of memory is permanently, and irretrievably, dedicated to the software for creating the effects.

SPEED: +0	MEMORY: 10MU	DATA WALLS: +5	OPTIONS: 1x2 Videoboard, Chipreader, Voxbox.

SPEED: +2 MEMORY: 25MU DATA WALLS: +5
OPTIONS: Portable, SP20, 4"x4" Videoboard, Chipreader, Computer-Capable, Flipswitch, Smartlock Security System, Datashielding.

Aztec 600 Assault Programmer

Surplus Price: 8,200eb

2016: the Third Corporate War. When the black programs were flying, this was the deck that launched them! As the first choice of cyberspace commandos the world over, Aztec's 600 should satisfy you too. With an integral coprocessor, variable perception modes, full immunity from microwaves and EMP *and* a direct neural-feed security network, this was the best combat cybermodem of its day. Its cables end in universal jacks for interfacing with virtually any terminal, port or other piece of equipment, and its high-impact kevlar casing is immune from most small-arms fire. A nylon shoulder strap and contoured pistolgrip-style handle keep this unit utilitarian—this is no deck for the current generation of lily-livered fashion victims! Why dress up when you can jack in?

Game notes: *The coprocessor is a Deckmate system* (Chrome 2 *p.24). The Flipswitch function is in* Chrome 1 *p.9, Datashielding is in* Chrome 2 *p.17 and the Smartlock (Difficulty 25) is from* Chrome 1 *p.8. See this deck on P.91 of* Cyberpunk.

SPEED: +0 MEMORY: 10MU DATA WALLS: +8
OPTIONS: Keyboard, 1x1 Videoboard.

Lang presents "The Green Knight"

10,000eb

The Green Knight is another British product that is only borderline commercial, although it is a miracle of engineering. While using it, the 'runner is immune to the effects of *Stun, Hellbolt, Sword* and *Firestarter,* as the deck will automatically cut the connection should it be attacked by such. The necessary circuitry slows operation down enormously, so a lot of speed boosts have been wired back in to make the deck practical. If this was all it did, it would be a lot. However, the deck also has systems that monitor Anti-system software. If the deck is successfully attacked, it cuts the connection. This means that, no matter what the attack, the 'runner can jack in again as soon as desired, although the run will have to be restarted.

Game notes: *all damage and effects of the listed Anti-personnel programs are avoided, as are the effects of attacks from all Anti-system programs listed in the basic CP2020 book. However, the 'runner is dumped from the Net.*

COMPUTER IMPROVEMENTS

Protective/Utility Items

POWER STRIP 2020 (50EB): This book-sized item is a power monitor and circuit breaker. If an overdose of electricity comes through the computer's power supply or inputs, the power strip breaks the circuit (90% of the time), shutting off the computer/cybermodem. Power overdoses are caused by unreliable power supplies and the effects of the Stun, Hellbolt, Sword, and Firestarter programs. This will protect the Netrunner, but also automatically drops him out of the Net.

SMARTSTRIP (250EB): This is a power monitor/transformer/battery arrangement, about the size of a 1-gallon can. It monitors power inputs and compensates for over- and under-loads—too much power is transferred to the battery; too little is supplemented by the battery. It automatically negates the effects of unreliable power supplies and the programs listed under Power Strip 2020, but the 'runner suffers a -3 to Netrunning rolls during rounds when the SmartStrip is working, due to the microsecond "hiccup" as power flow is adjusted. SmartStrip's battery contains

Hardware Options

PROCESSOR UPGRADES (200EB)
No, you can't pack any more core processing power into a workstation or portable; computer INT comes in 3-point chunks. But you sure can pump the processing speed of your machine! Each upgrade takes up 1/4 option slot and improves processing speed by +1, for a maximum of +4. This is rarely important while doing routine processing; if using the unit as a netrunning datafortress, this speed adds to the netrunner's Deck Speed, and is usually used to offset speed penalties for running through the mainframe's Multiprocessing program (*Guide to the Net*, pg.144).

HOLOVID DRIVER (500EB)
The ultimate in graphics packages, this enables a computer to program images for and drive holographic imaging systems, such as holoscreens and holotanks (*Chrome 2*, pg.29). Takes up 1/2 option slot.

Option Slot Items

Note: *The EBM "PCX" Minicomp* (Chrome 2, *pg.14) has 1 option slot. The Microtech IIKL-4 Workstation* (Chrome 2, *pg.15) has 4 option slots available for upgrades.*

MODEMS:
See *Chrome 2*, page 17. A modem usually takes up 1 option slot.

MEMORY UPGRADES (1000EB)
Adding extra memory is one of the first things done to most personal computers. Each Memory board added takes up 1 option slot and adds 10 MU to the computer's memory.

EXTERNAL MEMORY MODULES (750EB)
Memory mods are about the size of a pack of cigarettes, and add 10 MU to the computer's memory when connected through a data/peripheral port.

DATAPORTS (100EB)
A dataport add-on adds another port for datalines, external memory, and other peripherals. Each dataport takes up 1/2 option slot.

CHIPREADER (150EB)
Each chipreader enables the computer to store 10 chips for reading (or encoding). A computer can only access 1 chip per point of INT, just like a human...Each chipreader takes up 1 option slot.

DATABASES (500EB PER LEVEL)
A database takes up 1/2 option slot. They serve as pure informational databases on specific subjects, providing complete information on the subject, as long as the user knows where to look for the information. Each database is bought as applying to a specific area of knowledge (i.e., an *Expert* skill), at a level from +1 to +4. In order to use the database successfully, the user must make a skill roll on the specific skill or *Library Use* (the GM defines the difficulty of the roll based on the obscurity of the fact the player-character is trying to find). When successful, the desired fact is revealed to the player (for purposes of skill use, this boosts the PC's skill by the database level).

CYBERMODEM IMPROVEMENTS

Tight-Beam Radio Relay

1500eb

Cellular cyberdecks are all very well, but even today the cell network doesn't cover the entire world, and 'runners should be ready to go anywhere. Tritech offers this simple upgrade to any deck, giving you an option. If the deck is outside the cell network, the unit sets up a scrambled, tight-beam radio link with your home base instead, allowing you to jack in through that socket. Now you can run from the depths of the Nevada desert, or the Rocky Mountains.

Game notes: *This option has two units: the relay in the deck, and the receiver, back at base. The receiver has a range of 100km, although higher ranges might be available if you had the right contacts, or could build them yourself. If the receiver is damaged while you're Netrunning, you are dumped from the net. It can also be set to try the cellnet first, and only go for the radio link if you're out of range. There is a -2 to Initiative rolls, and automatic drop-out if the beam is blocked.*

Batteries

5eb/hour

Spare high-capacitance liquid metal suspension power cells to run your portable cybermodem; they work 1/4 as long for computers.

Zetatech Diagnet™

5000eb

The Zetatech Diagnet allows you to test your deck and programming in a safe environment. This dedicated computer produces a simulated net and simulated opposition, but does not actually send any signals that could damage you or your deck. Further, it sits in your room, so there is no need to pay Internet when you use it. Now you can be sure that your programs don't have any bugs before you hit the real virtual world.

Game notes: *Testing your products in this net gives you a +1 to appropriate design skills, as you can take more risks. Zetatech sells supplementary chips at 1000eb each, which extend the simulated net, and other entrepreneurs have got in on the act. There are sabotaged versions around, where the black ice can kill.*

Dead Man's Handle

1000eb

By MinFac Co, inventors of the Auto Punchout. Despite the name, this option for your deck is more likely to keep you alive than see you dead. Cleverly designed circuitry means that you must send a mental signal at all times in order to remain jacked in. Naturally, this means that you can jack out by ceasing to send this signal. Since most programs that hold you in the net do so by preventing you from signalling your deck to jack out, this means that you will be able to get out anyway. Note: MinFac recommends that you practice running with the Handle installed before putting it to any serious use.

Game note: *when you start running with the Handle installed, you have a -3 penalty to all actions. This penalty drops by one for every six hours spent in the net with the Handle, as you get used to the signal. In addition to the advertised use, the Handle gives you a chance of dropping out of the net before black ice can hit you. If you can roll 2D10 lower than your REF, you can jack out between realising that black ice has made a successful attack, and actually being hit.*

EBM 99080 "MUSE"

300eb

Protect your data with EBM's Memory Unit Selector Expansion. Once installed, its microcircuit switchers can physically engage and disengage the internal linkage between a deck's systems and a set number of its integral Memory Units. The number of MUs that can be disengaged is not changeable and must be defined at the time of instalation. The disengaged MUs are totally isolated from the deck's other systems and thus from the Net as well; these MU will be safe from the effects of all attacking programs (except Firestarter, of course). The MUs' status can be switched at the Netrunner's mental command (taking one Net-action), and installation can be performed by a Techie in a few hours for 75eb (Difficult *Electronics* roll).

Datawalls & Code Gates

1000/1500eb per level

These are protection systems, such as every cyberdeck and mainframe employ. Plug-in Walls and Gates for PCs cost 1000eb per level; Walls for Cybermodems cost 1500eb per level; up to a max of +10. They're cheaper for computers because of the space constraints and miniaturization requirements for cybermodems. Each Wall/Gate program card (regardless of level) takes up 1/2 option slot.

SOFTWARE

Flip Switch 2.0

Class: Utility **225eb**

Strength: 10 **MU: 0**

Flip Switch 2.0 is a Flip Switch controller, meant to be added to a cybermodem's hardware (it takes no memory and does not count as a program running). It modifies the performance of a Flip Switch (*Chrome 1*, pg.9). A normal Flip Switch projects the netrunner's external vision into a subjective 2m x 2m "window" in the view of Netspace, freezing the 'runner's signal. This has the dual disadvantage of making the 'runner vulnerable in Netspace and also limiting the 'runner's vision in realspace, cutting off peripheral vision.

Flip Switch 2.0 solves the problem by reversing the view, so to speak. When the flip switch is activated, the 'runner's full field of vision is cleared, except for a small "window" showing Netspace (the perceived size can vary from 2cm x 2cm to as much of the 'runner's vision area as desired; size can be altered at will). This allows the Netrunner to interact with realspace with nominal difficulty (-2 to visual *Awareness* checks) and even continue to run in Netspace without "leaving" realspace (-5 to Net Initiative while still in realspace). Flip Switch 2.0 has no Icon.

Dummy

Class: Protection/Utility **450eb**

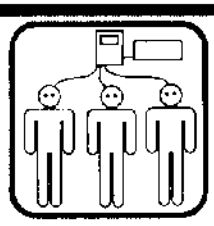
Strength: 1 **MU: 2**

Economical Confusion!

Dummy is a simple program that can be reconfigured to duplicate almost any program on the market today. Dummy can be activated before a run starts, and will hover about the user's ICON until primed. When primed (with an Average *Programming* roll), it will take the form of almost any program. Dummies are used by Netrunners to confound users and Monitors (Monitor has to roll versus the Dummy's STR, but gets a +2 on the roll), and by Sysops to make their DataFortress look a lot nastier than it really is. Dummies can threaten, but cannot (obviously) attack. SeeYa and Hidden Virtue will identify Dummy as being disguised.

ICON: When active, Dummy appears to be a small, spinning, chrome pyramid that reflects the ICON of any program it encounters. When primed, it will morph into the form of the program to be duplicated.

Multinetter



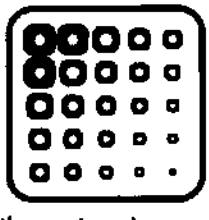
Class: Utility 2000eb

Strength: 10 MU: 20

Multinetter is a program intended solely for mainframe CPU systems (INT 3+). It allows more than one netrunner to use the same mainframe for netrunning at the same time (up to one 'runner per point of INT). Each netrunner running through the mainframe has a -1 to Initiative per netrunner in the 'frame at the time. These runners can use separate modems and phone ports, using separate phone lines, or can all run on the same line, "piggybacking" their signals onto one line and minimizing the dangers of discovery. Multinetter allows netrunners to work in a gang, penetrating systems on one phone line and acting in concert with each other, instead of functioning as a group of separated individuals.

Multinetter cannot be used in concert with Multitasker (*Guide to the Net*, pg.144), since the CPU's multiprocessing capability is used to multitask the netrunners' signals. If Multinetter is used in a central CPU to support the signal of netrunners going through their own CPUs, each netrunner can use Multitasker in his own CPU to run multiple programs. If this is done, each netrunner suffers initiative penalties for multiple programs being run as well as the penalty for multitasking multiple runners through Multinetter. This program has no Icon.

Cascade



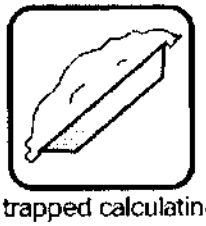
Class: Anti-System 900eb

Strength: 7 MU: 4

This program attacks the memory of cyberdecks and computers by causing the system to erase 2D6 MU of random memory every turn it's active, overwriting the existing memory with random fragments of useless data.

ICON: A shower of random neon-colored pods and capsules sprays the target's icon and are absorbed on contact.

π in the Face



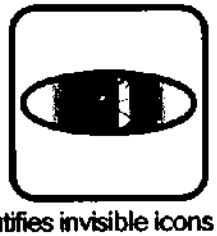
Class: Anti-System 800eb

Strength: 5 MU: 4

An improved Krash. If the program makes a successful attack, the CPU will be trapped calculating π. This paralyzes the CPU for 1D10+1 net turns.

ICON: A LARGE cartoon pie, for throwing.

Clairvoyance (SeeYa 3.0)



Class: Detection/Alarm 720eb

Strength: 4 MU: 4

Combining the effects of SeeYa and Speedtrap, Clairvoyance detects and identifies invisible icons within 2 subgrids and can differentiate between Demon, Anti-personnel, Anti-system, Anti-IC and Dog series programming.

ICON: The eyes of the Netrunner's icon glow fiery blue. (Or, a pair of glowing blue eyes appear on the icon if it doesn't have any.)

HellBurner

Class: Anti-System **1000eb**

Strength: 6 **MU: 5**

An electronic vandalism package written by the nefarious 'Ware Wolf for anti-system operations, HellBurner goes beyond the merely temporary effects of such programs as Krash. HellBurner sends signals to the attacked system which toggles the on/off function hundreds of times per second, causing the target's CPU to overheat and destroy itself (an anti-system roll similar to Flatline, but it can only affect one CPU at a time). A successful attack requires that the targeted CPU unit be entirely replaced, which (as any corporate accountant will tell you) can cost anywhere up to 10,000eb depending on the system!

ICON: A gaint, disembodied fist which burns with blue, fractal fire; it streaks forward and grabs onto its target, engulfing it in blue flames.

Thug

Class: Demon **10,440eb**

Strength: 3 **MU: 6**

SUBROUTINES:

Anti-IC [damage 1D6 STR], Anti-Personnel [damage 1D6 points]

Just like its real-world counterpart, Thug is designed to perform simple acts of violence. Simply tell it what to do and send it on its way. (Careful choice of words is important in giving the orders, as the Thug is not too bright.) Its program structure allows the Thug to wait for its target if not immediately detected. The Thug may speak a short, pre-recorded message to its target if the Netrunner desires. Humourous sound effects included.

ICON: A generic cartoon thug.

George

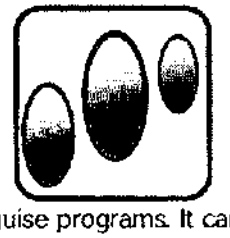
Class: Evasion **300eb**

Strength: 4 **MU: 1**

George defeats sysop/AI Trace attempts by presenting them with multiple signal routes, confusing the simple logic structures of the tracer function. Add the program strength to the Trace Value Difficulty. (see "Tracing" in the Netrunning section of *CP2020*)

ICON: A cartoon signpost with signs pointing in all directions—"he went thattaway", "over here", "not this way", etc.

Looking Glass



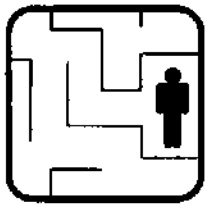
Class: Detection/Alarm **250 eb, plus 20eb/STR level**

Strength: 1-6 **MU: 3**

Looking Glass is the counter-program for Dummy, Black Mask, and other icon-disguise programs. It can be used in Net combat or set to watch a certain area inside a datafortress. A normal anti-program roll is made; if successful, the 'runner or sysop is alerted that the target icon is disguised in some way. Looking Glass cannot tell if an icon has been edited via cyberdeck menu. It differs from SeeYa, Clairvoyance, and Hidden Virtue in that the first two see invisible Icons and the latter sees real Icons inside VRs.

ICON: A series of mirrors appears in front of the Netrunner, passing over and through the target Icon. If it *is* disguised, as each mirror passes through it, the Icon's image changes fractionally back to its original.

Dazzler



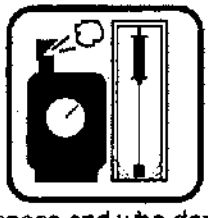
Class: Anti-Personnel/Systemware 14,800eb

Strength: 5 MU: 14

Dazzler is much more than jut a program: it's an entire VR, albeit a small one. The program attacks, and if it succeeds, it subverts the circuitry of the Netrunner's deck, feeding it VR data generated by the program. This means that the Netrunner proceeds to run against an artificially generated system, while his true Netspace position reamins constant. This makes it very easy for Dazzler's integral tracer to track the Netrunner's meat position, which it will do automatically in three Net turns. If the Netrunner figures out what is going on before then and uses Gatemaster or something similar to purge the program feed from his system, he will not be traced. Alternatively, if he jacks out for some other reason, he will not be traced. Dazzler is programmed uniquely for every system, since the virtual location must look like the part of the system that the Netrunner is currently in.

ICON: Dazzler is in the same class of system-only, anti-personnel software as Psychodrome (Chromebook 1, pg.91). It's usually disguised as a piece of system architecture (LDL station, MU block, Remotes), or a simple defense program (Pit Bull, Killer, etc).

Pile Driver



Class: Intrusion 800 eb

Strength: 8 MU: 4

For those in very remote cyberspace and who don't give a hoot who hears you, the Pile Driver is the most raw power intrusion program you can get your hands on (4D6 on Data Wall's Strength.) It's noise will automatically alert any defense program in 30 spaces and send a notice to any NetWatch roaming within 50 spaces.

ICON: a steam-powered pile driver on the verge of blowing up.

Sledgehammer

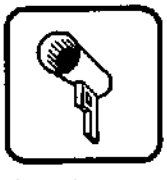
Class: Intrusion 600 eb

Strength: 6 MU: 2

Sledgehammer is a louder and more powerful version of Hammer, giving a stronger raw-energy pulse (3D6 off the Data Wall's Strength). It is even more noisy and will automatically alert any defense program in 15 spaces.

ICON: a glowing white Sledgehammer.

Flare Gun



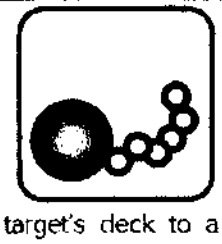
Class: Utility 300 eb

Strength: 2 MU: 2

When helplessly lost in Net space and you just want to scream to someone else, the Flare Gun can get your message out. A simple message like your Net coordinates and brief description of your dilemma can be sent with this program. Flare Gun will send a wide-spectrum message at a 3 space radius per turn from your position every 2D6 turns. If needed, this message can be encrypted with any encryption program, and then decoded by other friendly netrunners with prearranged decryption keys. Other programs or large pieces of data (i.e. a database download) cannot be sent via Flare Gun.

ICON: A big-barreled flare gun.

Ball and Chain



Class: Anti-Personnel 5000eb

Strength: 3 MU: 3

This program will slow the target's deck to a movement of 1 square/Net turn for 1D6+3 turns. It is actually a specialized resource editor that encrypts the target's net space access routines so all of the computing power of the deck goes to encrypting the net space navigation signals. The program can be defeated by running any standard decryption program. Treat the Ball and Chain encryption as a Code Gate of STR 4. Any failed attempt at decrypting Ball and Chain will add one extra turn to the duration of the program.

ICON: A classic prisoner's ball and chain clamped to some part of the target icon.

Dupré

Class: Decryption **900eb**

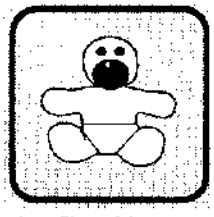
Strength: Special **MU: 4**

A decryption program with sophisticated AI routines. It acts on code gates and file locks in much the same way as Raffles, except that the first time it's used it only has a Strength of 1. However, it learns from the solutions, working out the code style used by a particular person or organization. This means that its strength increases by one for every successful use within a system, up to a maximum Strength of 8. At the referee's discretion, some systems may have no pattern, in which case there is no increase. The increased strength is lost if the program is used against a different system, as it only has limited memory.

This program was written by Dr. Fortesque, a Eurorunner with a rep for doing things very neatly and cleanly, even at the cost of increased risk. He would never use Codecracker as a way through code gates, seeing it as crude; this program reflects his style.

ICON: Dupré appears as an elegant middle-aged man, in mid-Victorian dress. He speaks to the locked file or gate, and takes notes as he does so. When the gate opens, he remains for a moment, making notes in his book.

Cry Baby



Class: Detection/Alarm **430eb**

Strength: 4 **MU: 4**

Cry Baby is a defensive program. It is placed in a memory, where it pretends to be a datafile with some superficially attractive data. SeeYa or Smarteye will reveal it, as will any attempt to actually read, rather than just skim, the file. If it is copied into a different system (i.e., a cyberdeck), it immediately starts sending out distress signals, adding 4 to the strength of any program trying to trace the runner. It cannot be dumped from the deck without an INT+Interface vs. CPU INT+D10 roll.

Cry Baby seems to have originated in EBM's corporate 'running facility. However, since it is supposed to be copied, it has spread very widely, and EBM denies all knowledge.

ICON: None until activated, whereupon it appears as a baby, hanging around the Netrunner's neck, screaming.

Evil Twin

Class: Protection, Anti-IC **2700eb**

Strength: 8 **MU: 7**

Another viscious program written by 'Ware Wolf, using a similar structure as Black Sky. This program is a powerful one-two punch designed to offer maximum offensive and defensive capabilities to a netrunner. Evil Twin can first be intiated as a protection program, recoding the netrunner's signal so that it is harder to lock onto (has same effect as Force Shield and Reflector). From this stage it immediately intiates its counterattack capabilities, tracing the attack and striking at the attacking deck/datafortress (same effect as Krash). In game terms, this means that Evil Twin can: 1) defend the netrunner from attack, then attack the attacker with a +2 deck speed; 2) attack an enemy system and be kept ready to protect the netrunner and his programs from attack with a +2 deck speed; 3) act as a protection program only or as an attack program only, but with no intiative bonuses. Has Auto Re-Rezz.

ICON: The Netrunner's Icon seems to fly around in large arcs, while the netrunner has not really shifted positions. Successful protection is symbolized by the enemy being outmaneuvered by this decoy, and successful attack is symbolized by the decoy image accelerating to incredible speed and zooming off to attack the enemy system.

Shadow

Class: Detection/Alarm 540eb

Strength: 4 MU: 3

Shadow is a defensive alarm program that works in concert with other detection programs. It attaches itself to the Netrunner on a successful attack (vs. cyberdeck datawall), and then has to removed with a Killer (or something similar). While attached, any evasion program used from that point on has its strength reduced by the current STR of the Shadow. If this strength is reduced to zero or less, the program is useless

ICON: The Netrunner's icon gains a long, humanoid shadow.

Typhoid Mary

Class: Anti-System 2400eb

Strength: 6 MU: 8

Typhoid Mary is a deceptive program. It appears to attack as a Killer II, and can function as such. However, this is a cover to attack the Netrunner's deck, and when the "Killer" is attacked by the 'runner, it always "crashes." If fact, the program disappears into the cyberdeck's CPU (successful roll vs cyberdeck datawall), where it operates for three Net rounds, deleting a file each round as Viral 15. At the end of three rounds, it derezzes, leaving the 'runner with missing files and/or utilities. Action can only be taken against the program if the Netrunner is aware of (or suspects) its presence. GateMaster will stop its actions, but it has to be activated by the 'runner.

ICON: The Killer function appears as a standard robot (but female); the Viral 15 function has no icon.

Possessor

Class: Anti-IC 1000eb

Strength: 4 MU: 3

An unusual anti-IC program. Possession attacks the target program in the normal anti-IC manner; if it wins, the progam is "turned against" its operating system or Netrunner. The control is rather crude; for instance, Killers will attack the nearest progam(s) not belonging to the "possessing" Netrunner. If a Controller is possessed, the thing will simply be operated at random. Demons cannot be "possessed" if they contain an Anti-IC program as one of their subroutines.

ICON: A hooded robe, with nothing inside it. On a successful "possession," the robe covers the other Icon, which can be seen (as from a distance) in the "face" of the hood.

Exorcist

Class: Anti-IC 600eb

Strength: 4 MU: 3

Exorcist is a *very* specialized Anti-IC program, but it needs to be. Written soon after the appearance of Possession, it is launched against a "possessed" program, and negates the possession if it wins the anti-program roll. The use of this program is the only way to deal with a "possessed" program, short of destroying it.

ICON: A fractal priest in full regalia, carrying a large religious symbol (can vary).

Omnivore

Class: Anti-IC/Anti-System/Anti-Personnel 18,500eb

Strength: 3 MU: 8

A fearsome attack program, created by the infamous 'Ware Wolf. In program-to-program combat, Omnivore uses a fast-acting, self-replicating virus which writes itself over the core code of an enemy program and de-rezzes it (no damage to program STR; it's kill or fail). For anti-system operations, it sends signals to the CPU of an attacked deck or system ordering it to toggle itself on and off at hundreds of times per second, thereby overheating and destroying the CPU (kills one CPU unit like Flatline). Finally, for use against Netrunners, Omnivore broadcasts braindance sensory information which can cause epileptic siezures (reduces INT by 2D6 for 1D6 minutes).

ICON: A whirring, buzzing, whining, screeching ball of blades, needles, razors, meathooks and cattle prods which careens into its traget and thoroughly mangles it.

Raven

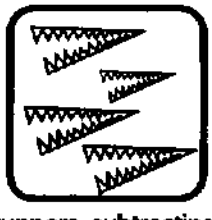
Class: Anti-IC 1000eb

Strength: 5 MU: 4

Raven attacks the Recognition function of a program (standard anti-program roll), and if it is successful, the program will no longer notice "intruders" if defending a system. It also cannot recognize locations or specific 'runners, so it cannot be sent to "find" a place or person. The program is otherwise functional. This is usable on such programs as the Dog series (Watchdog, Bloodhound, etc.) along with those that rely on Recognition or Pseudo-Intellect (Firestarter, Hellhound, Thug, etc.).

ICON: A raven that attempts to peck out the "eyes" of the target.

Wolfpack



Class: Anti-IC/Anti-Personnel/Anti-Compiler 15,200eb

Strength: 6 MU: 8

This is *the* universal combat program—it can attack programs, demons and netrunners, subtracting 1D6 from STR (programs) or 1D10 damage (netrunners) for each sucessful attack. Aside from its remarkable power, Wolfpack is not an especially "smart" piece of programming—it does its job, and nothing more. It's rarely seen commercially and usually has to be written from downloaded BBS instructions (Total writing Difficulty is 72+)

ICON: A pack of electrically-charged wolflike forms which pounce upon their target, ripping it apart.

Stationery

Class: Anti-Personnel 10,000eb

Strength: 4 MU: 6

A British variant of Jack Attack, this program is popular with the Brit 'runners who like to hassle MARLPROCO It affects the target as a Jack Attack, but it also buries the victim's ICON in sheets of paper, each of which has "You're Nicked!" written on it. These bits of paper prevent the Netrunner from moving for five Net turns.

ICON: As described, the paper appears in a sort of snowstorm over the Netrunner.

Threat

Class: Anti-Personnel/Anti-System **7000eb**

Strength: 5 **MU: 6**

This German program is popular with smaller European businesses because it is effective against Netrunners without actually attacking them in any way, so it is legal under the stricter Euro-codes. If it successfully attacks, it manipulates the I-G circuits in the cyberdeck in order to give the 'runner the "feeling" that their meat body is in danger. This is a very subtle; a sort of random sensory leakage. The Netrunner can attempt to ignore the feeling, but this requires a COOL+1D10 roll vs a D10 + program's STR. Otherwise, the 'runner jacks out to "deal with the threat." If the Netrunner has a Flipswitch (*Chrome 1*, pg.9) on his deck, the program must make a second successful attack roll in order to jam the switch (again, forcing a jackout to deal with the "threat").

ICON: Uses the Icon of any minor offensive or detection program. Can be set at time of purchase.

Knevil

Class: Controller **220eb**

Strength: 4 **MU: 3**

This controller has limited AI capabilities and can work independantly from the Netrunner. It can only control vehicles, but the Netrunner can give the vehicle a simple command and then turn to other things. A simple command is something like "go forward at max speed in a straight line." Becuase this program was designed for use in other people's systems, it has no safeguards—it will gladly drive into walls or people.

ICON: A wildly-dressed motorcyclist, with madly glinting eyes. he grabs the remote's icon and begins moving it.

Terminator

Class: Controller **260eb**

Strength: 4 **MU: 2**

Terminator allows the Netrunner to control terminals, or (with a little fine-tuning) videoboards and holodisplays. This means that he intercepts anything typed (or written, or drawn) and can send anything he wishes to the output device in question (at a pre-programmed time). The 'runner can also make it appear that all messages and info originate from a specific terminal.

ICON: A disembodied cyberarm begins typing, writing, or drawing on the remote Icon in question.

Rockerbit

Class: Controller **200eb**

Strength: 4 **MU: 2**

Rockerbit is similar to Knevil in intent, but works on mikes and speakers instead. The Netrunner can program the controller with a certin sound or string of words which will then be broadcast at a preset time.

ICON: A cartoonish Rocker that hangs around the speaker remote and "yells" into it as appropriate.

Black Sky

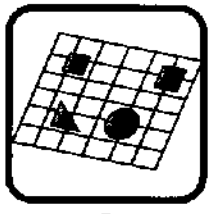
Class: Stealth/Evasion/Anti-IC 4,480eb

Strength: 5 MU: 8

Developed by the Net-terrorist known only as 'Ware Wolf, this complex combat software uses mutable shells which shuffle processing rockets, interference subroutines and a self-replicating data attack. When launched, Black Sky peppers the local system with code which protects the netrunner from detection and attack (Stealth and Evasion functions). Once those functions have run, Black Sky's processing rockets boost the speed of the 'runner's deck and jump immediately into attack mode, injecting a data spike into the attacking program, de-rezzing it (attacks as a Killer with +2 to deck speed).

ICON: A black cloud which forms between the enemy program and the netrunner. Successful protection is symbolized by the enemy program travelling out of the cloud in the wrong direction, and successful attack is symbolized by lightning bolts arcing from the cloud to strike the enemy program.

Cartographer



Class: Utility 200eb

Strength: 6 MU: 3

If successfully run (program STR+D10 vs CPU INT/2 +D10) against the CPU of a system, Cartographer will supply a complete system map. This gives the location (but not designation) of all MU blocks, ICE, remotes, etc. A second successful roll must be made in order to specifically ID all the features. Cartographer is not anti-system software; it must be run *inside* the datafortress to work.

ICON: None.

Dogcatcher

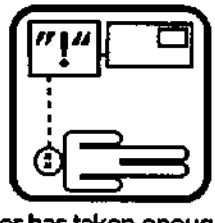
Class: Anti-IC (Dog-specific) 1176eb

Strength: 10 MU: 7

If a Hellhound, Pitbull, Bloodhound or Watchdog gets by a Netrunner, use this program to hunt them down before they interfere with the 'runner's line. It must catch up with them (make D10+Dogcatcher's STR vs. D10+target's STR) first before taking effect. Note: this is a one-use program; it de-rezzes after capturing the Dog!

ICON: Appears as basic male or female humanoid shape carrying a net on a pole. When it has caught up with the prey, it slaps the net down and both programs de-rezz.

OutJack



Class: Protection 150eb

Strength: 2 MU: 4

The program monitors the Netrunner's body while inside the Net. When the Netrunner has taken enough physical damage to reach Critical level, the program jacks him out of the system. Will not work if the 'runner is trapped by Glue or simular programs. Will not work if the 'runner takes statistic damage (as done by Zombie, Brainwipe, Spazz). The program must be running while the Netrunner enters the Net or it will not function. No Icon.

CYBERPETS

BIOTECHNICA

Biotechnica is at the forefront of all biological technology. Why should humans be the only beneficiaries of all the research and development that has gone into bioware? (Particularly as most bionics research was carried out on animals in the first place.) What about our faithful pets and companions? Surely they deserve some of the benefits as well. After all, they share our lives, so why not our enhancements as well...for their own good?

Acquiring Animals

Of course, pets come in all shapes and sizes. Thanks to the cloning tanks, the wealthy 'punk can order up almost any kind of creature that walks, swims, or flies the Earth. (Sorry, the boffins haven't been able to reproduce dead DNA codes yet, so forget about dinosaurs!) As usual, a clone is produced as an adult, but lacks any kind of mental or physical capabilities beyond those encoded in their genes. In most cases, this is not a problem, since this means that the animals can be chipped-in with the proper routines. For most people looking for animal robots (essentially), this is fine. For those wanting a real pet with a personality and animal training, double the prices given below (the animal is cloned to infant size and actually lives with adults and other infants as part of a natural family grouping, on a wildlife preserve or zoo). For naturally-born and raised animals, triple the prices below. For animals taken from the wild, the prices go up by 50x (there are too few left in the world—the remaining stock is invaluable for breeding and genetic reserves).

Small Dog	100eb	Bear	2000eb	Small Raptor	500eb
Medium Dog	200eb	Large Bear	3000eb	Large Raptor	1500eb
Large Dog	500eb	Chimp	1000eb	Bat	500eb
Housecat	100eb	Gorilla	2000eb	Squirrel	150eb
Large Cat	500eb	Baboon	1500eb	Mouse/Rodent	50eb
Leopard	2700eb	Dolphin	3000eb	Rabbit	100eb
Cheetah	2800eb	Seal	2000eb	Tiger/Lion	3000eb
Shark	1500eb	Otter	500eb		

ANIMAL STATS TABLE

Animal	INT	REF	COOL	MA	BOD	EMP	SP	Awareness	Animal Sense Bonus	Melee	Damage
Small Dog	1	7	5	6	1	+4	0	8	5	3	1x1D6-2
Medium Dog	1	6	7	10	2-3	+4	0	8	5	4	1x1D6-1
Large Dog	1	5	6	10	5-8	+3	1	8	5	5	1x1D6+1
Wolf	1	7	8	11	8	-1	1	9	6	7	1x2D6
Housecat	1	10	7	6	1	+2	0	6	7	4	2x1/2D6
Large Cat	1	9	8	9	3-4	-1	0	7	8	6	2x1D6+1
Leopard	1	10	9	10	8	-3	1	8	7	7	2x3D6
Cheetah	1	8	8	30	7	0	1	7	6:V	6	2x2D6
Tiger/Lion	1	7	10	12	20	-3	2	7	5	6	2x2D6+8
Bear	1	5	8	20	20	-4	3	6	6:OM	5	2x2D6+8
Large Bear	1	5	7	20	30	-4	4	6	6:OM	5	2x3D6+8
Chimp	3	7	5	7	8	+2	0	6	3	3	2x1D6+1
Gorilla	2	6	7	6	15	+1	3	5	3	4	2x1D6+8
Baboon	2	7	6	9	9	-4	1	6	4	4	2x1D6+1
Dolphin	3	8	8	10	10	+4	3	5	10:S	3	1x1D6+2
Seal	1	6/8	5	2/7	4	+1	1	4	4	2	1x1D6
Otter	2	7/9	3	4/8	3	0	0	6	4	3	1x1D6-1
Shark	1	8	3	9	10	-5	5	4	10	8	1x3D6+2
Raptor	1	7	4	22	2	2	0	6	8:MV	6	1x1D6-2
L. Raptor	1	6	4	18	4	-3	0	6	8:MV	6	1x1D6
Bat	1	10	4	10	1	4	0	4	15:S	2	1x1/3D6
Squirrel	2	9	3	8	1	-4	0	8	3	2	2x1/3D6
S. Rodent	1	8	2	4	1	-2	0	8	3	2	1x1/3D6
Rabbit	1	9	2	14	1	-3	0	7	8:S	1	2x1/3D6

INT is the animal's INT for skill use, **REF** is the animal's reflexes, **COOL** is the animal's base chance of maintaining its composure under stress, **MA** is the animal's sprint speed—the animal's normal speed is only half that—**BOD** is the animal's BODY score, **SP** is the animal's innate SP. Aquatic animals have their REF and MA only in water (the seal and otter are exceptions: their lower values are for land), and aerial creatures have their REF and MA in the air (REF and MA decrease to 1 each on land).

EMP is the animal's Empathy modifier. To get the animal's base EMP, add the modifier to a D10 roll, with a minimum result of 1 and a maximum of 12.

Awareness is the animal's natural *Awareness* skill.

Animal Sense Bonus represents each animal's ability to monitor its environment. It is used exactly like *Combat Sense* for everything except Initiative. Some of these bonuses are given letter codes to designate specific limitations based on the types of senses utilized by the given animal. If the Animal Sense Bonus is followed by one or more of these codes, then they can only use this bonus under the parameters listed below.

Visual (V): Adds to checks involving sight and visual cues.

Sound (S): Adds to checks involving hearing or audio perception.

Olfactory (O): Adds to checks involving scent.

Motion (M): A specialized form of Visual, it adds to checks involving only target movement as compared to simply spotting the subject. If a subject stays still or moves extremely slowly (make a Difficult *Stealth* check), this bonus does not apply.

Melee is the animal's attack skill with its natural weapons.

Damage is the number of attacks the animal makes per turn, and the damage done by each attack.

Small dogs include lap-dogs and other small house canines. *Medium dogs* are hounds, large terriers, and other medium-sized dogs. *Large dogs* are German Shepards, mastiffs, big hounds, and other dogs used for attack and war. *Wolves* are wolves.

Housecats are small felines. *Large cats* are lynxes, ocelots and other mid-range felines. *Leopards* include pumas, jaguars, cougars, and small lions. *Cheetahs* are cheetahs. *Tigers/Lions* indicate the big cats of the wild.

Bears are small (400 kilos or less) bears. *Large Bears* are the 400+ kg bears, such as grizzles and polar bears.

Chimps, Gorillas and *Baboons* are self-explanatory.

Dolphins are usually bottle-nosed dolphins. *Seals* are lion seals (elephant seals aren't very controllable). *Sharks* are blue, tiger or nurse sharks (the great whites are definitely uncontrollable!). *Otters* include otters, stoats, weasels, minks, and raccoons.

Small Raptors are small hawks, eagles, and owls. *Large Raptors* are larger eagles, owls, and even big vultures. *Bats* are large bats.

Squirrels include gray squirrels and chipmunks. *Mouse/Rodents* include large mice, gerbils, and rats. *Rabbits* are rabbits.

Animal Skills

Animal Handling is a new skill for humans, dealing with the care and training of animals. EMP-based.

Hold/Capture is training to restrain a target, not kill it. COOL-based.

Identify: The animal is trained to identify friendlies by special scent or color worn.

Infiltrate is training to use whatever avenues are available to gain access to objectives. Apes (chimps, gorillas, baboons) can be trained to open doors and press buttons to call elevators. INT-based.

Loyalty is the animal's loyalty to the owner, trainer, or handler, following obedience training. EMP-based.

Stealth is the same as the human skill. All animals have a default *Stealth* skill equal to their REF.

Tracking allows animals to follow scents and sign to find items with a scent. Based off *Awareness*. Flying animals (raptors, bats) cannot use this skill.

Use Weapons: This is a chip skill only, allowing animals to use ranged weapons built into their bodies, or in the case of gorillas and chimps, to use modified human weapons.

Skill training takes the *Animal Handling* skill; a trainer can train one or more animals at a time, essentially giving the animals a single IP total in the desired skill equal to the trainer's EMP + *Animal Handling* per week. As you can see, training too many animals at once lowers the amount of skill advance each animal receives. Divide by the number of animals being trained. If a buyer can't or doesn't want to train his animal himself, animals can be bought trained (at +5% to the base cost of the animal per point of skill bought) or have skill chips made (100eb per +1; maximum +3, and animals can only use as many chips at a time as they have INT!).

Animal Cyberware

Cyberware	Cost	HC	Cyberware	Cost	HC
Neuralware			*Cyberoptics*		
Basic Processor	500eb	1d6	Basic eye, can mount 3 options	400eb	1d6
Reflex Boost +1	500eb	2d6	Infrared	200eb	2
Sensory Boost (olfactory or audio)	250eb	1/2d6	Microscopics/Telescopics	400eb	3
Chipslot	100eb	1/2d6	Anti-Dazzle	100eb	1
Input Plugs (for links)	100eb	1d6	Low-lite	200eb	2
Weapon Link	100eb	2	Thermograph	200eb	3
Chipware			*Cyberlimbs*		
Stress Chip	100eb	0	Basic limb, can have 2 options	1000eb	2d6
Berserk Chip	100eb	0	RealSkinn covering	200eb	-2
Skill Chip (per level)	100eb	0	Secret Compartment 2" x 2" x 4"	100eb	1
Recording Chip	1500eb	0	Tape Recorder	200eb	1
IFF Chip	400eb	0	Cyberweapon (see below; halves weapon HC)		
Watchdog Chip	250eb	0	Limb Armor 20SP	300eb	1
Behavior Chip	500eb	0	Added Strength	250eb	3

Continued Next Page...

Animal Cyberware, Continued

Cyberware	Cost	HC	Cyberware	Cost	HC
Cyberaudio			*Bioware*		
Basic, can have any options	500eb	1d6	Muscle and Bone Lace	750eb	1d6/2
Scrambler	100eb	1	SkinWeave (12 SP)	1000eb	2d6
Bug Detector	150eb	1	Grafted Muscle	1000eb	2d6
Cyberweapons			*Cyberweapons*		
Cyberclaws (+1d6 damage)	300eb	2d6	External Weapon harness	200eb	1d6
Cyberfangs (+1d6 damage)	200eb	1d6	Cyberlimb Popup gun (full HC)	200eb	1d6

Most of the cyberware works the same way as human equipment. In fact, most human-style cyberware can be fitted to animals; the 'wares listed differ in price or humanity cost. Those listed below operate somewhat differently than human norm.

Sensory Boost: This is a boosted signal from the olfactory or hearing senses (choose when installed).

Input Plugs and Links are for gorillas and chimps using human weapons and smartguns.

Berserk Chip: This turns the animal into a berserker, adding +2 to its Attack chances, negating COOL rolls when the animal is threatened or hurt, and adding +2 to the animal's melee damage. Not recommended for pets...

Recording Chip: This chip records four hours of the animal's sensory perceptions.

IFF Chip: This chip identifies friends/non-hostiles; anyone so identified will not be attacked by the animal. Identification is made by coded badge or special scent (for olfactory-sense animals) or color (for visual-sense animals).

Watchdog Chip: The animal has a codeword or phrase hardwired into its memory; anyone confronted in the animal's defined territory (the area the owner wants the animal to guard) will be encountered as an intruder unless they speak this codeword. The owner can "disarm" the animal's alarm with another codeword, and re-enable the animal with the same (or different) codeword. For instance, most animal owners disable the watchdog function until the specific time they want the animal to guard an area, when they enable the watchdog chip. If the animal encounters an intruder who doesn't give the codeword/phrase, the animal reacts according to its training.

Added Cyberlimb Strength: If the animal has all four limbs with this option, they add the skill *Strength Feat* +6 to the animal. If the animal has this added to its striking/clawing limbs, it adds +16 to claw/strike damage.

Cyberclaws: Can be applied to size Large or bigger felines, Bears, and Raptors (including Large Raptors).

Cyberfangs: Cannot be applied to Small Dog, Housecat, Chimp, Gorilla, Bat, Squirrel, Small Rodent, or Rabbit.

External Weapon Harness: The animal must have a BODY of at least 2 to mount one of these, and the limits on weapon sizes are the same as those for Pop-Up Weapons (*Cyberpunk 2020*, pg.81).

Game Notes: Animals don't handle "Humanity Loss" in the same way as humans (naturally—they're not human to begin with!). They are at the same time more resilient and more fragile. Humanity Loss subtracts 1 point of EMP for each 10 points of HC rolled, but no animal ever drops below EMP 1, and animals don't automatically go cyber-psychotic at EMP 1. Instead, each time an animal rolls for HC, make another die roll to determine if the animal flips. This is an EMP roll against Difficulty 10+; if the roll is successful, the humanity loss has had no effect other than to make the animal less friendly. If the test is unsuccessful, the animal is cyber-psychotic and will likely display this violently as soon as it comes out from under the operation anesthetic. Such insane animals can't be reformed and must either be confined or destroyed.

Using Animals in Play

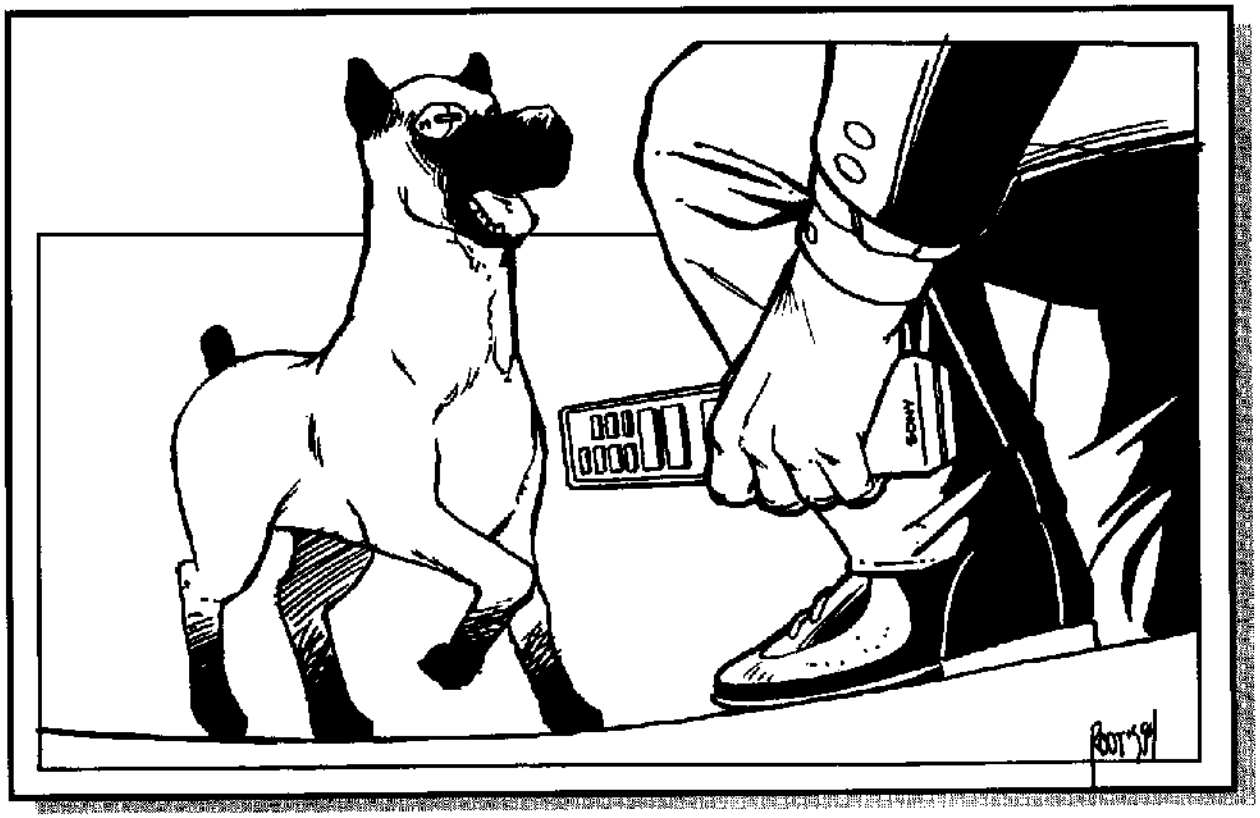
Normally, the only activities animals will engage in without commands are eating, sleeping, other body functions, and a certain amount of prowling (during which they "patrol" their territory). If not under command, animals will only attack if threatened, or if someone perceived as a threat enters their territory. Animals under chip or other automatic control will perform their programming automatically, without a test. Animals under direct control (either remote or on

the spot) must pass a Loyalty test to comply. The Difficulty is 15+, +5 if ordering an animal to do something that it doesn't want to do (like ordering a rabbit to attack a bear), -5 if ordering the animal to do something it does want to do or does naturally (like ordering a predator to attack a smaller target). People with Animal Handling may use their skill instead of the creature's Loyalty.

Animals may choose to ignore their training and go with their instincts instead. When hurt or threatened, check for COOL against Difficulty 10+ (15+ for non-combatant animals). Failure to succeed at the test means the animal runs off, tail between its legs (if possible). Rolling a natural 10 or failing when the animal is cornered means the animal goes berserk (see the Berserker chip). An *Animal Handling* success against Difficulty 20+ is necessary to regain control over a panicked or berserk animal.

SAMPLE ANIMALS

The Digital Watchdog



The Digital Watchdog is a simple conversion for private and official animals. It turns the mildest dog into a perfect watchdog without interfering with the animal's personality, friendliness or playfulness. This way Rover is waiting for you and you alone when you get home!

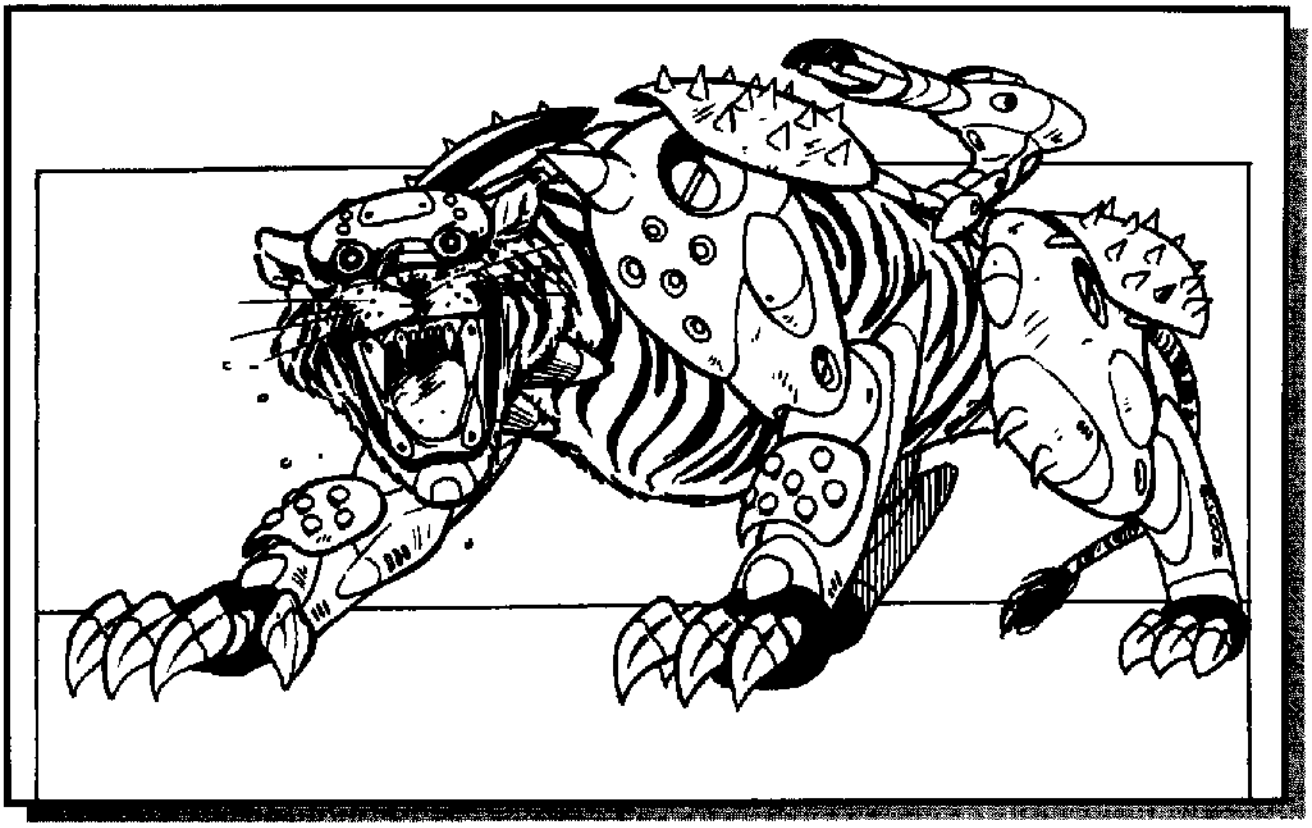
Game Stats: *The Digital Watchdog modification includes a Neural Processor, a hardwired Watchdog chip, and boosted reaction to senses--the dog's hearing isn't boosted, but the dog's sensitivity to strange sounds is. The package costs 1,100eb, involves one Minor surgery (500eb), and takes 2D6 HC. Training includes* Loyalty +6, Identify *+3, at +45% to the base cost of the animal.*

Perfect Pets

Perfect Pets: Once upon a time, pets were sent to obedience school to train them to their masters' wishes. Now, bring your pet to us and we'll give it instant training without the time, expense and uncertainty of classic training! Want your pet to be nicer, friendlier, more obedient, more loving? No problem! And since all we're doing is reinforcing the pet's natural feelings, there's no danger of extreme personality disorder!

Game Stats: *"Perfect Pet" is a tailored behavior chip that reinforces a pet's natural feelings towards the effect desired by the owner. A "Perfect Pet" chip can also include programmed responses to certain codewords—for instance, "No," "Stop," Come Here," etc.—to elicit a desired and preprogrammed response. This also serves as a Loyalty +3 chip. Requires a neural processor, a chip slot and the behavior chip. Cost 1,100eb. 1 Minor Surgery (500eb). 1 1/2D6HC.*

The Cyberpred



The Cyberpred is usually what people think of when they imagine cyber-animals: heavily-modified animals, specifically tailored for security or attack. These animals are highly trained and outfitted with enhanced memory for IFF purposes. *Warning:* Under no circumstances should a cyberpred be kept as a pet! Their training and personality changes make them inappropriate for anything but the most highly structured and controlled environments.

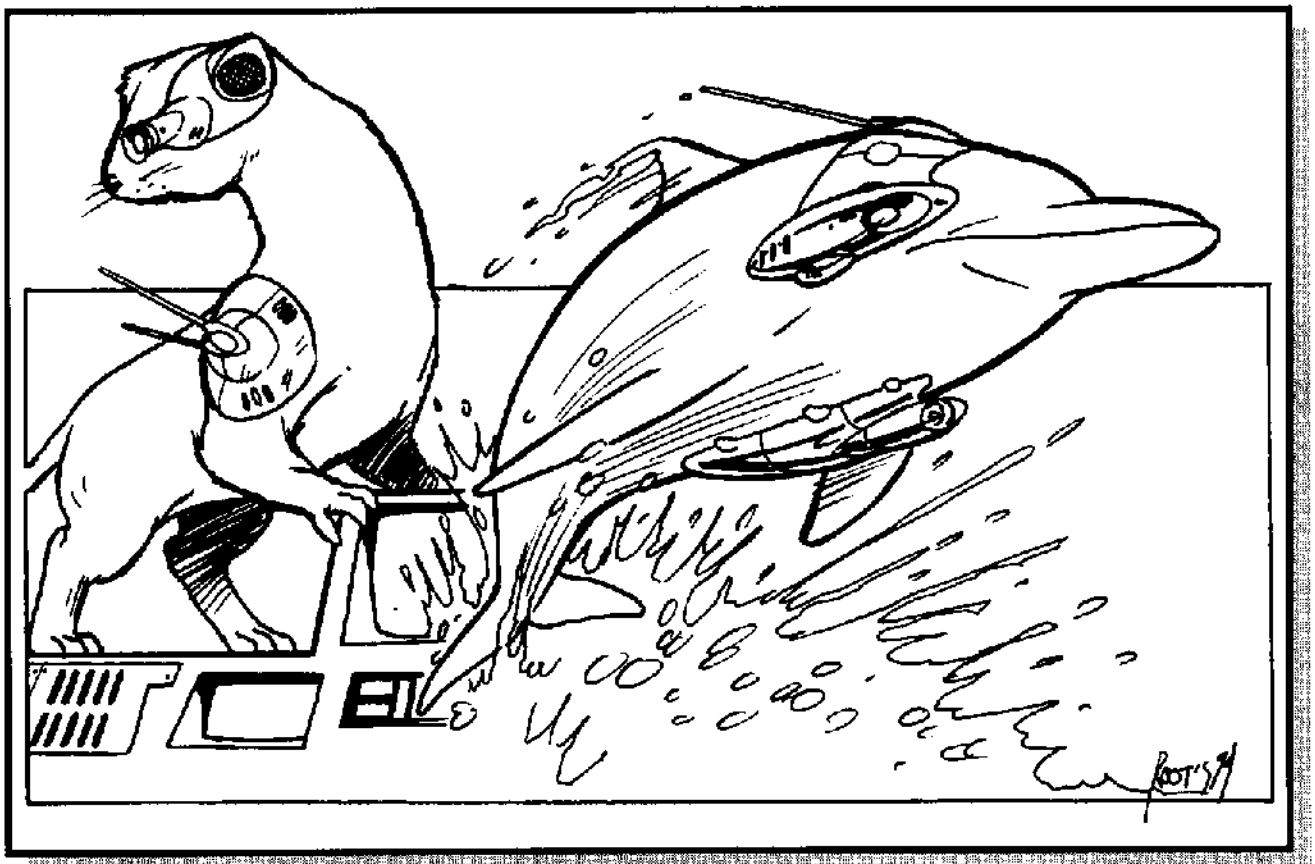
Game Stats: *A Cyberpred is a large dog or even a predatory big cat with cybernetic modifications. These modifications include a neural processor, olfactory boost, chip socket, pain editor, SkinWeave, Bone & Muscle Lace,*

Grafted Muscle, and Cyberclaws/fangs. Some more heavily-modified cyberpreds include cybernetic eyes or limbs. 4,100eb. Surgeries: 1 Major, 2 Minor, 4 Negligible (2,800eb). HC: 10D6.

These cyberpreds are usually given a restricted area to patrol, and identify which targets are not to be attacked by use of a specific and usually specially-mixed scent that "friendlies" wear. Anyone not wearing this scent is attacked on detection.

Alternatively, this priority can be reversed to make a cyberpred into an assassin. Anyone wearing the specific scent is the target of the animal's fury.

Animal Eyes



Animal Eyes: For authorized security use only. Animal Eyes is a heavy modification package that transforms an animal into a mobile reconnaissance sensor unit. The animal is hardwired with sensors, a chipslot with memory access, and a pleasure-center stimulator. Then the animal is sent out to work a specific, pre-programmed search pattern.

Game Stats: *This package includes a neural processor, chip slot audio-video tape recorder, one cybereye with low-light and micro-vid optic tied to the AV tape recorder, and cyberears with a radio link and scrambler and micro-recorder link. 2,800eb. Surgeries: 1 Major, 3 Minor, 5 Negligible (4,000eb). HC: 5 1/2D6+6.*

This living sensor unit is follows a terrain-matching internal compass program similar to those used by cruise missiles. When it matches a piece of terrain successfully with the image stored in its memory, the animal's pleasure center is mildly stimulated. The animal knows that as it matches more image locations it will continue to receive pleasure. When its sweep is over, it returns to its pick-up point. A radio signal can also retrieve it before the mission is over. The information from the animal's sensor sweep can be held in the recorder, relayed to a distant point via radio, or both.

ROBOTS, CYBERFORMS, FULL 'BORGS AND POWERED ARMOR

BOTS

Nothing's more boring that cleaning your conapt. After a good time with friends, nobody wants to waste time washing mountains of dirty dishes (or whatever...).

Fortunately, there is now a solution to all the home problems. Think servants? Wrong. They're too expensive, too unreliable. Think Bot—and you're right!

What is a Bot, that's your question? A Bot is a domestic robot designed to take care of your comfort. In all major European cities, "Botshops" showcase a large choice of Bots at the best price. Have a look at the new Botshop catalog on the InfoNet, or ask for it by fax, and you'll be convinced—trust me. The Bot is the solution!

Botshops are licensed chain-stores in all the European countries. You can trust their experience and willingness to help you choose your Bot.

Note: all Bots are compatible with the Domotic Home Management System.

B-N
Brandt-Neumann

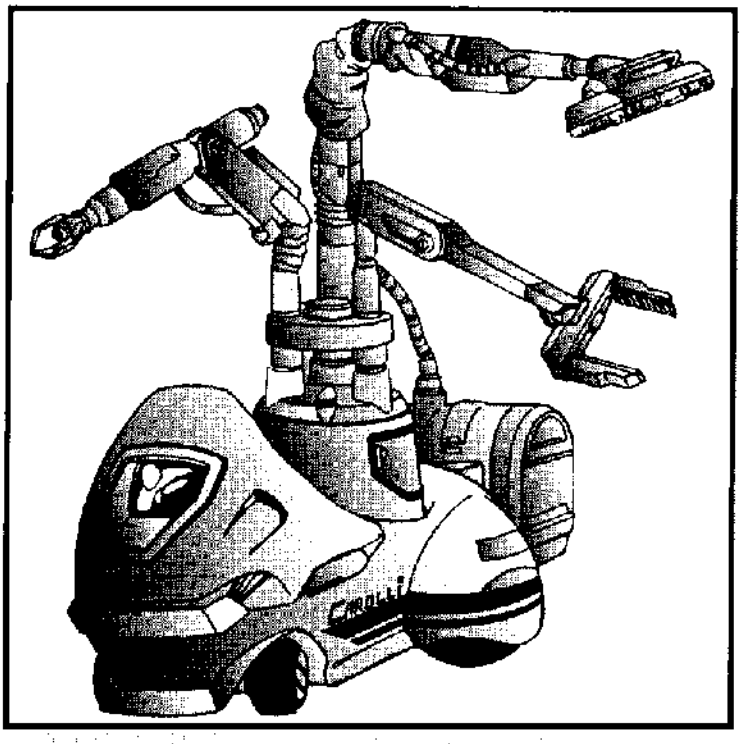
Brandt-Neumann Washbot

This articulated Bot is designed to wash glass and tiles. It takes care of your windows and floors, wiping out stains in a second. Small and efficient, this Bot is a necessary in most upper-middle-class homes. Weight: 1.5kg, SP=2/SDP=4, Price: 425eb

Carolli

Carolli M-bot

This model is probably the most essential Bot for all singles—it can clean an entire flat! special programs allow the M-bot to put an object in the right place without error. Vids, bottles, clothes, it can handle all your household items. With an M-bot you will never find your favorite tie in;the garbage box (or in the refridgerator). Weight: 12kg, SP=3/SDP=10, Price: 1150eb



Carolli V-bot

This handy little bot-on-wheels is an ultra-effective vacuum cleaner which can eliminate dust and other waste in silence. it is computer-guided and has limited recognition abilities to avoid the destruction of fragile objects and materials. A sinuous and flexible shape allows it to acceed at the most narrow corners of your conapt. Weight: 6kg, SP=3/SDP=9, Price: 650eb

MINI-CYBERFORMS

Do you need silent, twenty-four hour security? Do you need lethal/non lethal defense options? Do you need completely reliable guards? Do you need deadly infiltrators? If so, you need an Adrek Mini-Cyberform! Don't settle for a buggy unit, buy Adrek.

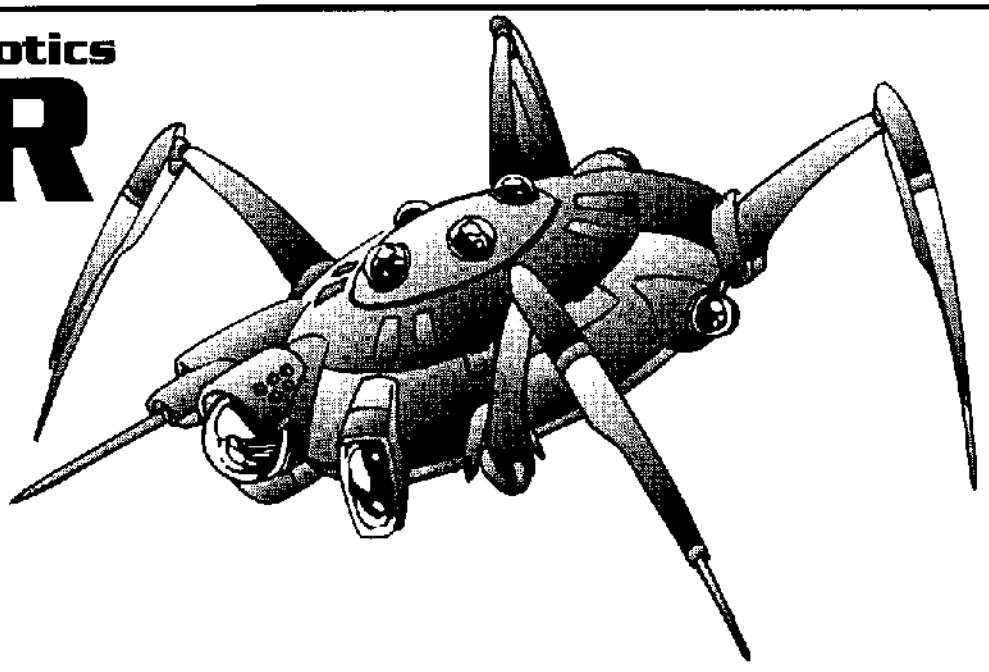
ADREK: real Cyberforms... for your real cash.

Adrek Robotics first Cyberform products were the Cyberform A ("Spider") and B ("Centipede"). These 2013 models were somewhat crude, but were quite effective. In fact, they were so effective that Arasaka produced an RDAK Assassin Remote (*Chromebook 2*, p. 32) based on the A and B models. Unfortunately for them, courts in Europe, America, and Africa ruled that Arasaka was guilty of patent and copyright infringements in its production of RDAK units. Adrek Robotics used the funds it acquired from the settlements to fund its second generation of Mini-Forms. Arasaka's attempt at retaliation ended in disaster—the Arasaka strike force learned (the hard way) that Adrek's best Combat Cyberform models were kept in-house. Because of these incidents, Adrek Robotics and Arasaka are currently bitter rivals.

Mini-Cyberforms consist of a ceretronic core (essentially, vat-grown neural tissue based on higher animals such as dogs and monkeys, combined with silicon circuitry) that is implanted in a mechanical body. Mini-Cyberforms are not self-aware and rely primarily on hardwired programming and implanted instincts in their operations. Because of these limitations, the Mini-Cybeforms are not particularly inventive in their tactics, but they are quite effective at what they do. When determing their actions, a referee should treat them like cunningly-trained animal predators.

Adrek Robotics

A•R



Mini-Cyberform Model A-2 "Tarantula"

4,000eb

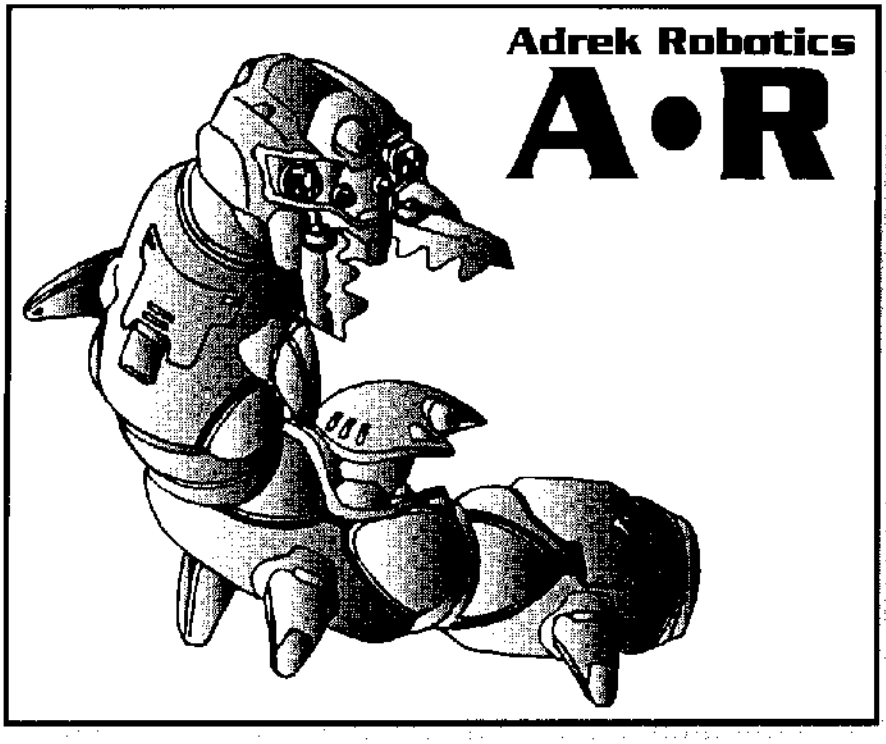
Small. Silent. Deadly. The perfect assassin or security system for the budget conscious. Send a few after your enemy. Have a few lurking about in security areas. Make your enemies afraid. Why drop a bundle on a bug, when you can have a Tarantula?

The main body of a Tarantula consists of a 15 cm wide disk-shaped body which is 6 cm thick at the thickest point. The disk houses the Tarantula's ceretronic core, its target memory chips, and its sensors. The Tarantula's sensors have a range of 20 meters and include thermal, olfcatory, audio, and motion sensors. The disk also contains the unit's main weapon, a carbon-steel injector/stinger. The injector holds six injections, which can be of different types. For example, a unit might be equipped with acid and poison-the acid is to burn through a target's armor and the posion to kill. The needle weapon uses roughly the same sort of liquids that a Needle gun does (*CP2020*, pgs.107-108), and they have the same effect as needle gun rounds. The injector must usually be in contact with the skin or clothing to work, but acids and contact poisons can be sprayed onto the target, if the Tarantula is on or above it. The Tarantula can be programmed to attack a specific person or a general class of targets. Because of the Tarantula's limitations, they can sometimes be fooled (by changes in the target's sensor profile) and they can only handle a limited amount of programming (for example, they could be programmed to not attack anyone with a certain thermal emmitting badge, but they could not be programmed to attack left-handed people with blonde hair).

Located on the rim of the central body are four legs with "sticky feet" that enable the Tarantula to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Tarantula. This thread is most often used by a Tarantula to lower itself into rooms or onto a target.

For particularly important missions, a Tarantula can be remote controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km. This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 6/SDP: 6, MA: 10, Battery Life: 8 hours, Control Range (standard): 4 km, Weapon: needle/stinger with six doses (a melee weapon with Acc +1, treat as a needle gun round). When operating on its own a Tarantula has: REF 8, INT 6,* Sting Attack *+2,* Awareness *+3, and* Athletics *+1.*



Mini-Cyberform

Model B-2 "Centipede"

10,000eb

Lightning fast. Completely silent. Terrifying. Deadly. The perfect assassin or security system for those who want the best in mini autonomous remotes. Send a couple after your enemy. Have some stalking your security areas. Make your enemies afraid. Why buy a little bug when you can have a Centipede?

The Centipede has three 30 cm body sections and a 15 cm head section. The head section houses the Centipede's sensors, its mono-edged mandibles and its Advanced Air Gun. The Centipede's sensors have a range of 60 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Centipede (or its operator) a +2 on all sense-based Awareness rolls. The mandibles function both as insulated cutters (they can easily snip steel cable) and melee weapons (they inflict 2D6 on a successful hit). The Advanced Air Gun has an integral targetting system (+2 on all attack rolls using it) and the following statistics: WA: +1 Damage/Ammo: Drugs #Shots: 30 ROF: 3 REL: VR Range: 50m. Treat the AAG's rounds as Needlegun rounds, except they inflict 1D6. The first body section houses the Centipede's ceretronic core and its target memory chips. The second body section houses a Micro Missile launcher (*CP2020*, pgs.91-2, #Shots: 4, REL: VR) and its ammo. The third section houses the Centipede's battery.

The Centpide can be programmed to target up to three specific people or a general class of targets. The Centipede can handle fairly complex instruction sets, but its does have limitations. In general, the Centipede can be treated as being slightly more intelligent than a dog.

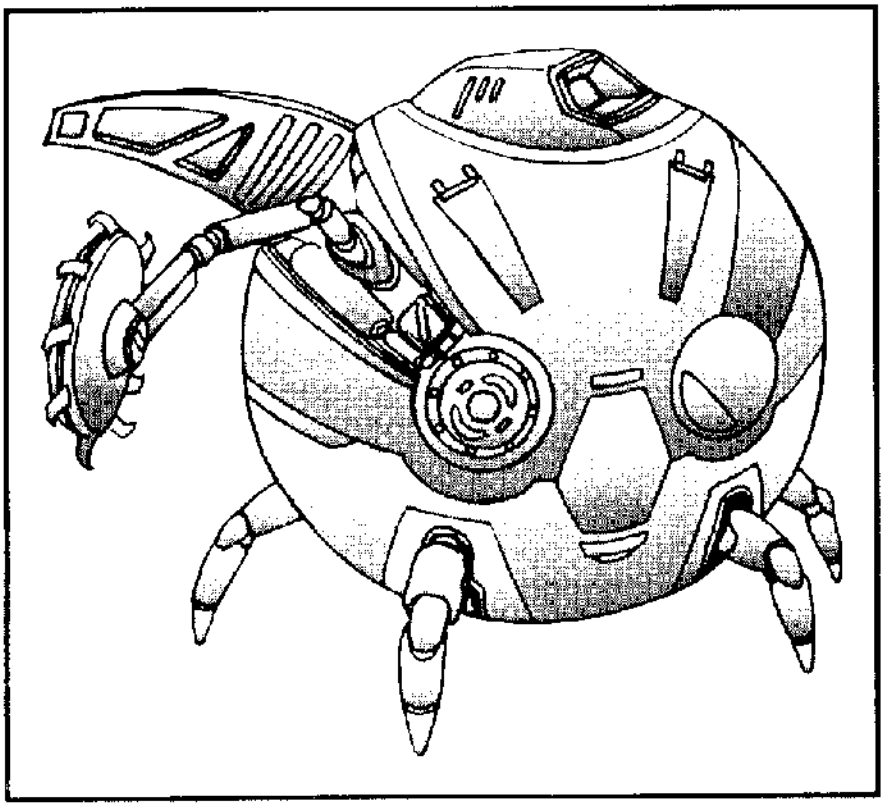
Each body section has two legs which have "sticky feet" that enables the Centipede to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread can be stuck to most surfaces and will support the weight of the Centipede. This thread is most often used by a Centpide to lower itself into rooms or onto a target.

The Centipede is equipped with a stealth system which includes sound dampers, thermal dampers, and a chameleon outer skin (which alters to roughly match the terrain). This system yields a -3 penalty to the Awareness of those attempting to detect a Centipede using sound, thermal, or visual sensors.

The Centipede can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Centipede that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Centipede can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 4 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 15/SDP: 15, MA: 8, Battery Life: 30 days Control Range (standard): 4 km. When operating on its own a Centipede has: REF 10, INT 7,* Mandible Attack *+3,* Awareness *+3,* AAG *+3 and* Athletics *+2.*



Mini-Cyberform Model A-3 "Beetle"

10,000eb

Laser armed. Laser reflective. Deadly. The perfect sabotage or security system. Stash a couple in your enemy's turf. Have some concealed in your security areas. Burn your enemies. Why buy a little bug?

The Beetle has a soccer ball-sized body. The body houses the unit's sensors, two extendible mini-buzz saw blades, and a laser. The Beetle's sensors have a range of 100 meters and include visual, thermal, olfactory, audio, and motion sensors. These sensors are all enhanced, giving the Globe (or its operator) a +1 on all sense-based Awareness rolls. The mini-buzz saws can extend out to 30 cm. These saws are typically used to cut through sensitive electronic equipment during sabotage operations. They can also be used as melee weapons (they inflict 1D6+1 on a successful hit, armor SP is 1/2). The laser has an integral targeting system and the following statistics: WA: +2, Damage/Ammo: 2D6+2, #Shots: 2, ROF: 2, REL: UR, Range: 25m.

The Beetle can be programmed to target up to three specific people (or systems) or a general class of targets. For example, it could be programmed to trash a certain area and fire on anything that interferes. The cyberform can handle fairly complex instruction sets, but does have limitations. In general, the Beetle can be treated as being roughly as intelligent as a dog.

The Beetle has six legs which have "sticky feet" that enables it to cling to nearly any surface. The legs also each contain a polymer thread maker that can create up to 30 meters of thread. The thread adheres to most surfaces and supports the weight of the Beetle. It's most often used by a Globe to lower itself into rooms or onto a target.

The Beetle is equipped with a highly advanced stealth system which includes sound dampers and thermal dampers. This system yields a -2 penalty to the Awareness of those attempting to detect a Beetle using sound, or Thermal sensors. The outer hull of a Beetle is optimized to reflect laser weapons and has an ablative layer.

Like the Centipede, the Beetle can be equipped for space operations for an additional 2,000eb. This upgrade includes radiation shielding (RSP: 4) and micro-thrusters that enable the unit to maneuver in zero-g. The thrusters can move the unit at up to 20 mph. A Beetle that has been modified for zero-g is not disoriented by zero-g conditions and uses all its skills at their full value.

For particularly important missions, a Beetle can be remote-controlled by a human or AI. The standard controller (included in the purchase price) has a range of 10 km (40km in space). This range can be boosted with a stronger transmitter. For an additional 200eb the controller can be fitted with interface plugs, giving the operator a +2 bonus.

Game Notes: *Control Modifier: 0, SP: 10 (SP: 30 vs lasers)/SDP=10, MA: 5, Battery Life: 30 days Control Range (standard): 10km. When operating on its own, a Beetle has: REF: 10, INT: 7,* Laser *+2,* Buzz Saw *+2,* Awareness *+3, and* Athletics *+3.*

FULL BODY CONVERSIONS

For a briefing on "Full Borgs," see Chromebook 2, page 63.

Moore Technologies

MooRE "Sheol" Hazardous Operations Full Conversion

Moore Technologies

50,000eb

Modern civilization produces untold tons of hazardous by-products everyday and somebody has to deal with it. Dealing with the dangerous by-products of a technological society is a hazardous operation, indeed. Why risk lawsuits and injury by employing merely human workers? Why sacrifice quick thinking and inventiveness by employing robots? Get the best in Hazardous Operations. Get a Sheol.

The Sheol is designed for hazardous operations, which include radioactive material handling, biohazard transport, toxic chemical handling, hazardous material clean up, and other unpleasent jobs. While the Samson Full Conversion can handle some operations, only the Sheol is fully optimized for these dangerous jobs.

The Sheol's endo-frame is equipped with super-dense myomar fibers and magnetic pistons which function as its muscles. With its great strength, this borg is quite capable of transporting heavy-shielded hazardous material containers.

Since it's designed to work in hazardous situations, it would not do for the Sheol to be weak or vulnerable. The borg's hull is protected by advanced composite armor and has special shielding that enables it to resist radiation, toxins, and acid. The Sheol is a closed system, with a 16 hour solid-oxygen battery (like the Aquarius Full Conversion), so it is not vulnerable to most biohazards. In order to avoid situations that can harm it, the Sheol is equipped with advanced toxin and radiation scanners. Since it's often employed in clean up operations, the Sheol is equipped with arm-mounted "squirters" that can be used to neutralize certain chemicals and bio-materials.

Since Sheols constantly work in hazardous situations, the bodies tend to wear out rather quickly (or become too radioactive/toxic to support a biosystem). Because of this, Moore Technologies offers a replacement contract with each Sheol purchase. The contract costs 30,000eb and must be purchased at the time the Sheol is acquired. This contract gives a 25% reduction on every Sheol purchased by the original contractor after the first purchase (provided the borg's body wasn't rendered unusable through negligence or used in non-standard operations—like firefights).

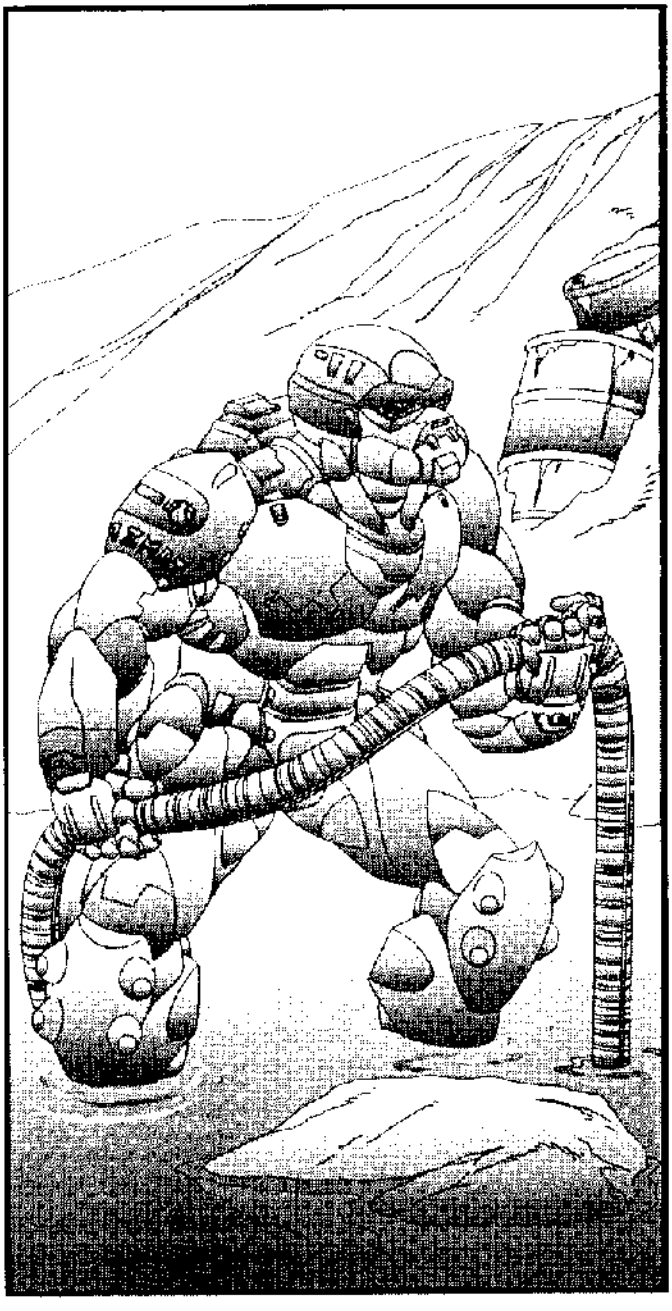
General note for all 'Borgs – the Humanity Cost for each option uses the following notation: *N*, where N is the Humanity Cost.

SHEOL PHYSICAL STATS

Reflex:	10
Attractiveness:	NA
Movement Allowance:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m
Body: 18 *12*	
Lift:	720kg
Throw:	180m
Damage Mod:	+8
Hand-to-Hand:	
Punch:	1D6+8
Kick:	2D6+8

PHYSICAL STRUCTURE

Head:	
SP: 30	SDP: 20/30
Options (Optic):	2 & 4
Options (Audio):	6
Torso:	
SP: 30	SDP: 30/40
Options:	2
Right Arm:	
SP: 30	SDP: 20/30
Options:	1
Left Arm:	
SP: 30	SDP: 20/30
Options:	2
Right Leg w/Foot:	
SP: 30	SDP: 20/30
Options:	2
Left Leg w/Foot:	
SP: 30	SDP: 20/30
Options:	2



Option Packages

Sensor Options:

Times Square Plus: This interactive cyberoptic display enables a Sheol to access databases (such as handling procedures) through its interface plugs and radio link. It can also be used to display graphic images (one non-practical application is that a Sheol can watch TV through its optic system). *2*

Radiation Detector: A complex system for detecting radiation. The system has a microcomputer which can assess the nature of the radiation and estimate exposure damage to the Sheol, humans, and equipment. This detector has a 10m range and displays its interface in the Times Square Plus.

Toxin Scanner: Built into the right arm, this microcomputer system is equipped with sensors and probes designed to analyze chemicals. When used while a Sheol is attempting to determine the nature of a chemical, it adds +3 to any such rolls. The data from the Toxin Scanner is displayed in the Times Square Plus.*1*

Other Options:

Radiation Shielding: This protects the biosystem and cybersystems from the harmful effects of radiation. The shielding provides a RSP of 10 rads per turn (see *Deep Space* pp. 19-23 for radiation rules). *1*

Toxin Shielding: This protects the hull from almost all known chemical toxins and prevents potentially unpleasent chemical reactions from occuring (an early test model of the Sheol had its leg armor explosively vaporize when exposed to a particularly unpleasent chemical brew). *1*

Acid Shielding: This protects the hull from almost all known acids, thus enabling the Sheol to swim in sulfuric acid, for example. *1*

Squirters: Each arm is equipped with a "squirter" which is used to spray chemicals. These chemicals are used to neutralize other chemicals. Each squiter can be loaded with a different chemical and they are typically selected for the job at hand (for example, a Sheol assigned to acid handling would have its squiters filled with a base fluid). The squirters have a 5m range, and each fueled by its own replacable 5-turn cannister. The squirters can be filled with dangerous chemicals (exact effect depends on the chemical) and used as weapons. *2*

TOTAL PACKAGE COSTS
Eurodollars: 50,000
Humanity Cost 18D6+8 (16D6+20)

MD Tech, Inc. "Kildare" Medical Full Conversion

46,000eb

Modern medical technology and modern medical problems put a great deal of stress on the modern doctor. Not only does he/she have to keep up with the latest techniques, but they often have to spend hours and hours at a time performing highly complex operations. Of course, there are also the physical hazards (psychotic patients, gunfights, disease, AIDS II) that a merely-human body is often too vulnerable to endure.The burdens on the modern doctor are enormous, but MD Tech offers a way to strengten the shoulders that bear those burdens...

Available only to licensed MDs (or anyone with enough cash for the "special fee"), the Kildare full conversion is a medical miracle. Once the doctor is housed in his new, tireless, body, he will have access to a wide variety of built-in medical equipment and the support and protection of an advanced biosystem.

The Kildare's sensor package includes enhanced optics, enhanced hearing and a medical scanner. The optical enhancements include Micro-Optics (for precise surgery), Enhanced Thermographic Sensors (for checking patient temperature, heat patterns and separating patients from stiffs at a glance in triage), and Image-Enhancement for image refinement). The hearing enhancement consists of amplified hearing (no need for a stethoscope). The medical scanner (which displays data via the Times Square Plus) is the latest in micro-medical scanners and can diagnose almost all known afflictions. Used by a skilled physician, the Kildare sensor package can find even the smallest microbe.

Once the Kildare finds a problem, he has to treat it. To this end it's equipped with two modular medical hands, injector resevoirs, and a blood supply. The medical hands are equipped with highly advanced surgical tools, the injector resevoir holds a supply of medical drugs, and the blood/IV supply holds up to one liter of whole blood (or other fluids), making the Kildare as well-equipped as an emergency room.

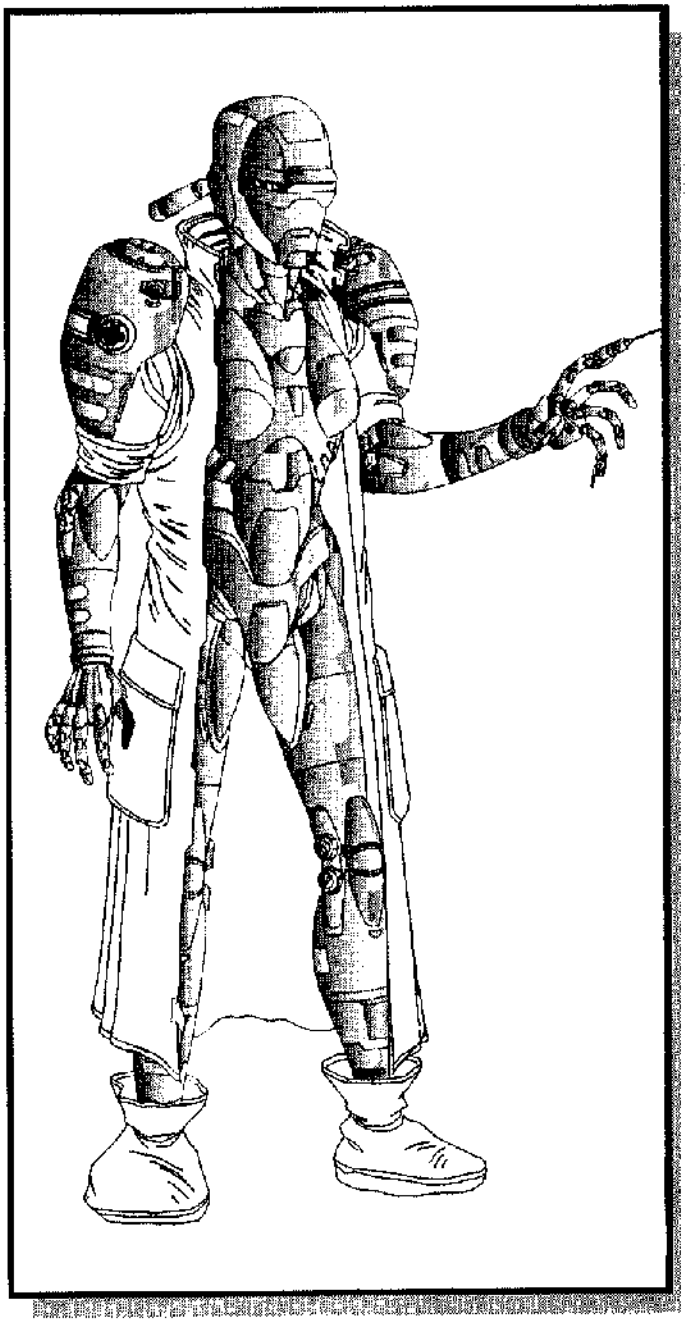
To offset the effect of fatigue, the Kildare is equipped with an AMA-approved Stim Chip. Thus, long after flesh and blood doctors are out of action, the Kildare is still as sharp as at the start of the shift. To avoid interferance with delicate medical instruments, the Kildare is fully shielded (it wouldn't do to have precise medical instruments disrupted when lives are at risk). To insure that a Kildare is always a phone call away, a phone splice is standard. If the Kildare happens to be out of celluar phone range, it also sports a back-up radio system. The Kildare is simply the latest in mobile medical technology. Approved by the AMA and endorsed by Trauma Team™.

KILDARE PHYSICAL STATS

Reflex:	10
Attractiveness:	NA
Movement Allowance:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m
Body: 12	
Lift:	480 kg
Throw:	120m
Damage Mod:	+4
Hand-to-Hand:	
Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

Head:	
SP:	25
SDP:	20/30
Options (Optic):	0 & 1
Options (Audio):	4
Torso:	
SP:	25
SDP:	30/40
Options:	3
Right Arm:	
SP:	25
SDP:	20/30
Options:	1
Left Arm:	
SP:	25
SDP:	20/30
Options:	2
Right Leg w/Foot:	
SP:	25
SDP:	20/30
Options:	2
Left Leg w/Foot:	
SP:	25
SDP:	20/30
Options:	2



OPTION PACKAGES

Sensor Options

Medical Scanner: The medical scanner is an advanced scanner/sensor device used to perform a wide variety of medical scans, tests, and diagnostic procedures. The device is mounted in the right arm of the Kildare and links to a sensor/scanner unit in the finger. It can also accept tissue and fluid samples through a small port.The information from the medical scanner is displayed in the Kildare's Times Square Plus optic. When used in course of a medical diagnosis, the medical scanner yields a +2 bonus to the Kildare's Diagnose Illness skill roll. *1*

Times Square Plus: This optic serves as a graphic-based interactive display system. This optic enables a Kildare to access databases through his interface plugs and to receive information from his medical scanner. The various intruments built into the Kildare are also controlled via the Times Square Plus. *2*

Micro-Optics: Each of the Kildare's optics is the equivalent of a laboratory-grade microscope. With the optics, a Kildare can see bacterial infestations, micro-lessions in tissue, and so forth. *1*

Enhanced Thermographic Sensor: Designed specificaly for the Kildare, the Enhanced Thermographic Sensor allows the Kidlare to see the heat patterns of objects. Cooler objects show up as dark colors and hotter objects show up as lighter colors. This sensor is capable of making extremely fine temperature disctriminations and uses a combination of colors and patterns to indicate temperature variations. The ETS is located in the Kildare's left optic.*1* 200eb

Phone Splice: The phone splice links to a celluar phone transmitter/receiver that is built into the same circuit board as the radio. The Kildare can select the numbers to be dialed, put callers on hold, and so forth via the Times Square Plus. The celluar/radio board also contains a fifteen minute micro-recorder answering machine (to avoid interruption of those important golf matches). The celluar phone functions as a standard celluar. *1*

Radio Link: The radio link is located in the Kildare's head and uses the Kildare's metal components as its antenna. The Kildare can receive signals as audio or as text in the Times Square Plus. The Kildare sends by using its vocal links (the ones that activate its external speaker/mouth) which to activate the radio (this produces no external sound, unless the Kildare choses to do so). The radio has a range of *1*

Image Enhancement: The image enhancement optic located in the Kildare's left eye includes an advanced micro-processor optimized for graphic processing. When in use, the Kildare's *Awareness* skill is increased by +2, allowing the Kildare to spot visual clues with greater ease. *2*

Amplified Hearing: The Kildare's audio sensors are enhanced to improve hearing and sound recognition ability. When in use, the amplified hearing provides a +2 bonus to all sound-related *Awareness* checks. The amplified hearing system is precise enough to allow the Kildare to determine the heart rate of anyone within one meter (in quiet conditions) and to diagnose certain heart afflictions (those that effect the sound of the heart beat) when the head of the Kildare is within a few inches of the patient.*1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS

Stim System: Not a crude caffeine or chemical stimulator, the Stim System serves to maintain the Kildare's organic systems in a state of alertness for up to twenty four hours of constant activity without sleep. While the Kildare (and all other full-body conversions) do not suffer physical fatique, they do experience mental fatique and they do need to sleep. The Stim Systems enables the Kildare to bypass its need for sleep and mental rest. After the twenty-four hour period, the Kildare will gradually become fatigued. *1*

Medical Shielding: Since the Kildare will often operate (literally) around complex and sensitive equipment in hospitals, it is imperiative that the Kildare's onboard systems do not create interferance. To this end, the Kildare is shielded to prevent unwanted output. *1*

Left and Right Medical Hands: The Kildare's medical hands are equipped with a variety of medical instruments. The right hand is equipped with a laser scalpel (does 1D6 if used as a melee weapon), a standard scalpel (does 1D6/3 in melee combat), a sensor/scanner (for the medical scanner), and an injector (the injector functions as a air hypo). The left hand contains an auto-suturing device, a bone saw (a mono-edged microbuzz saw blade which inflicts 1D6/2 in melee combat), an auto-injector, and a suction device (which feeds into a tube that connects to an external collector). *4*

Injector Resevoir: Each arm of the Kildare contains four injector resevoirs. Each resevoir is a small tube that can hold up to four doses of any liquid drug. Each resevoir feeds the injector of the hand attached to the arm it is in. The Kildare can switch tubes at will, using the Times Square Plus visual interface. In order to avoid drug mixing, the injector is cleaned out by a high pressure burst of air between uses. Since it is a air-hypo, there are no needles to change. *1*

Blood/IV Supply: The Kildare has a Blood/IV supply built into its torso. The supply consists of four separate containers that have attachment of IV tubes. Each container holds a quarter of a liter of fluid. *1* 300eb

TOTAL PACKAGE COSTS
EURODOLLARS: 46,000
HUMANITY COST: 19D6 (16D6+18)

Adrek Robotics "Burroughs" Mars Operations Standard Full Conversion

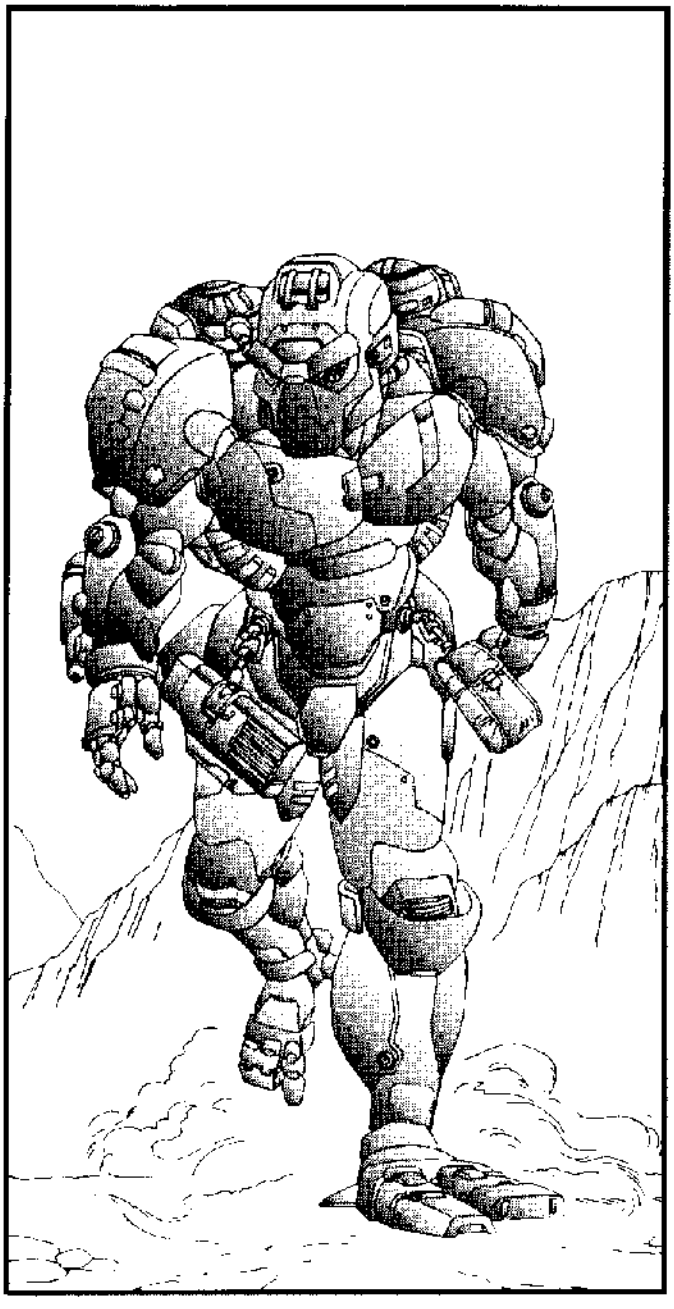
42,000eb

Adrek Robotics A•R

With its extreme temperatures, thin atmosphere, and terrible dust storms, Mars is a very hostile place for human beings. Of course, Mars is also a treasure trove of enormous potential. Sure, you could place your faith in protective suits and so on...but accidents do happen. Why take chances with protective suits, why worry about hull failures? Go to Mars...but go Metal first!

The Burroughs is the new full conversion for Mars. In this respect, it is analogous to the Alpha class. Purchasers typically customize their basic model with various options, such as enhanced optics, weapons, and so forth.

Because the Burroughs is designed to operate on Mars, it is protected against the harsh environment. The protective systems include enhanced armor, environmental control systems, and radiation shielding. The Burroughs is outfitted to traverse the surface of Mars. Its feet are designed to deal with everything from loose sand to broken terrain. For safety purposes, the Burroughs is equipped with a 'Goop shooter' to seal holes in hulls and suits. Since Mars is a big, bleak world,



with few people, sometimes they get lost. However, if a Burroughs becomes lost, it is equipped with a radio beacon/detector so he will not stay lost for long.

Burroughs conversions are reasonably popular on Mars and are generally customized for specific jobs. Because of the high cost of shipping equipment to Mars, many agencies and companies will purchase a standard Burroughs (and a variety of option packs) for one of their agents and ship them to Mars. The Burroughs will then be modified as required. Rumor has it that some companies have been considering purchasing Burroughs (and other full conversions) with bio-pod receptacles and then shipping workers in interchangeable biopods (they would be linked to braindance the entire journey). Projections indicate that bulk shipping of biopods would actually result in a long-term savings in cases where workers are rotated to and from Mars (and require full body conversions).

BURROUGHS PHYSICAL STATS

Reflex:	10
Attractiveness:	NA
Movement Allowance:	10
M/turn:	30 m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m
Body: 12	
Lift:	480 kg
Throw:	120m
Damage Mod:	+4
Hand-to-Hand:	
Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

Head:	
SP:	35
SDP:	20/30
Options (Optic):	4 & 4
Options (Audio):	4
Torso:	
SP:	35
SDP:	30/40
Options:	4
Right Arm:	
SP:	35
SDP:	20/30
Options:	3
Left Arm:	
SP:	35
SDP:	20/30
Options:	3
Right Leg w/Foot:	
SP:	35
SDP:	20/30
Options:	2
Left Leg w/Foot:	
SP:	35
SDP:	20/30
Options:	2

OPTION PACKAGES
SENSOR OPTIONS

Radio Beacon/Detector: While Mars is smaller than Earth, there are vastly fewer people and habiations on Mars. The terrain is also rather bleak. Because of this, getting lost on Mars, especially during a storm, is surprisingly easy. As a result of this, all Burroughs are equipped with 100 KM range radio beacon/detectors, to aid searchers and help a Burroughs find its way home. *1*

WEAPON SUBSYSTEMS:

None Installed

OTHER OPTIONS:

Goop Ball Launcher: This arm mounted airgun fires Goop balls. Each shot can seal up to a 2" hole. The launcher has a10 meter range. *1*

Radiation Shielding: Because Mars' atmosphere does not block as much radiation as Earth's, the Burroughs is equipped with radiation shielding to protect its hardware and organic components. This shielding provides 6 RSP (see *Deep Space* p. 19-23). *1*

Sand Feet: The Burroughs' feet are optimized for the surface of Mars. When in a dessert region, the toes spread out (creating a wider surface area because there is material between the toes) for surer footing. The bottom of the feet are fitted with sure-grip treads, which give it solid footing when moving about on broken terrain. *0*

Temperature Control: Since the temperature on Mars is more extreme than on earth, the Burroughs is protected by Temperature Control. This system consists of internal tempature regulation equipment as well as a protective surface coating. This control serves to keep the interior of the Burroughs within its operating parameters, even during the coldest Martian weather. Because of this system, the Burroughs is not effected by cold and ice will not form on its surface. One effect of this system is that it acts as an additional 5 SP against heat based-weapons (such as lasers and flamethrowers). *1*

Increased SP: The outer hull of the the Burroughs has been strengthened to resist the scouring sandstorms of Mars. The increase is +10 SP. *0*

TOTAL PACKAGE COSTS
EURO DOLLARS: 42,000
HUMANITY COST: 16D6+4

Militech Cybernetics International "Spyder" Reconnaissance Duty Full Conversion

118,110eb

You're perched upside-down, anchored to a shadowy ledge on the 58th floor of the competition's office tower. From your unlikely vantage point, you have a view of the Vice Chairman's office—it's got one-way glass, but that doesn't bother your thermographic vision. Liquid lenses magnify the slippery snake's face by a power of 18, giving your computer-enhanced graphics routines more than enough visual data to make his lips readable. He looks out the window, but he can't see you. You're the color of wet sandstone right now. You've got what you came for, so you lower yourself down to the next ledge on the trifilament cord spooling from your internal flywheels. Just as you're about to touch down, you hear a sound above the rain (thank you, audio editors)—whirring micromotors and flexing myomers. Sounds like a foot patrol boasting a few cyberlimbs, at least. You pause in midiar, dangling from your cord, and swivel the autorifle you call an arm in the guard's direction. He walks right on past you, never thinking to look up. Lucky for both of you. You get on outta there and head for the AV parked twelve rooftops away. Tomorrow you're off to the Canal zone to scope out a POW camp. Thank God. You hate these spook jobs.

A day in the life of a Spyder– the ultimate intelligence-gathering tool, created by the experts in successful warfare. Militech Cybernetics Inter-

national put the design team who created their Eclipse full-body conversion package on the job of refining the military full 'borg, and they wound up redefining the category! After careful tactical analysis, the Eclipse team came to the conclusion that heavy-duty, front-line fighting should be left to Powered Armor troopers—meat grunts in tin cans are a dime a dozen, but a full conversion cyborg costs more, can do more, and has a lot more invested in him (the therapy costs alone...). Militech's Spyder is a milspec cybrog through and through, but is designed for recon and probe: get in & get out, all the while taking adavntage of the most advanced cybernetics the battlefield's ever seen. Sure, the Spyder can fight (and well!) but what they do best is arm your side with the ultimate weapon... Information.

Within its armored chassis, the Spyder packs the most efficient array of computerized sensor suites ever deployed by anything less than a EWACS aircraft. Compu-graphed thermal imaging, vibration-sensetive geophones, digital video resolution intensifiers and real-time orbital relay capability are just the beginning. Among these systems and a host of others, the Spyder features two sensor systems currently unique to this cybernetics package: Acoustic Alarms and the Raser visual scanner. Both of these highly-advanced intelligence sytems operate in concert with expert systems, and provide the cyborg with a new dimension of information-gathering possibilities.

The Spyder's Acoustic Alarm system, supported by its dedicated processing package, can be programmed to "listen" for particular sounds and either edit them out or edit everything else out. The most common application of this system is to normally provide enhanced audio of the surrounding environment, but it can also "zero in" on any sound which matches pre-programmed parameters (such as the sound of treads or rotorblades); the Acoustic Alarm will inevitably "hear" these sounds long before any person would, and within a few milliseconds it reduces the volume of all "background" sound and magnifies the "target" sound for the cyborg's assessment. Other typical "target" sounds include microservos and myomers (as found in cyberlimbs), human breathing and/or heartbeats, and incoming bombs, rockets, missiles and mortar shells. The Acoustic Alarm can also be situationally-adjusted, acting as a typical Sound Editor/ Level Damper and can also function as Amplified Hearing and an Enhanced Hearing Range system.

The Raser™ (from Radar-Laser) scanning system sweeps a low-power laser beam across averything in a 180-degree arc in front of the cyborg and measures the reflection time for rangefinding purposes; this system is so precise that it can holographically reconstruct a model of the scanned area virtually instantaneously. It uses different colors to mark the relative smoothness or sharpness of the silouhettes of scanned objects, usually bringing out a person hiding among bushes, or an intact vehicle lurking among junked heaps. Visual camouflage and infra-red masking is powerless before a Raser scanner, and even camo nets become unreliable because the pattern of cords and gaps is a dead giveaway to the imaging software. It's very hard to hide from an Spyder.

A multitude of other sensory equipment supplements these exciting systems. Sesnory extension booms mounted on the shoulders and the head give the Spyder a talent for seeing around corners, and it can see in any conditions. Along with passive and active IR, thermographic, UV, radar, magnetometer, vibration-sensetive motion detector and telescopic vision packages, a parabolic microphone for specific listening jobs is built in, as well as an onbaord satellite link and full audiovisual recording and broadcasting systems.

Although ideally-suited to conventional warfare, the Spyder is just as effective at stealthy esionage operations. Scambled and/or tight-beam communications are available, and audio/visual recognition routines function not only to identify specific subjects, but radar signature identification and lip-reading expert software are also standard features! The lip-reading system is especially useful for corporate esionage operations, and the system is guaranteed to perform with a maximum 6 second delay. The Spyder itself is very hard to detect thanks to its IR thermal dam and environmental assimilation system, and it can go almost anywhere using a combination of its built-in parasail, all-surface climbing gear and electically-powered climbing/rapelling system. An internal gyroscope minimizes slip-ups, and the Eclipse design team built in one last feature to ensure effectiveness: Spyders are not fitted with pain editors. This ensures that the cyborg will not undertake any unecessary gung-ho actions, since it will be guaranteed to hurt! However, if combat does become inevitable, the right arm's quick-change mount can accept a double-barreled weapons battery consisting of an autorifle and a multi-role shell launcher. The Spyder's name says it all—wall-crawling, patient, observant and efficient.

SPYDER PHYSICAL STATS

Reflex:	12 (4hc, 4000eb)
Attractiveness:	NA
Movement Allowance:	20 (20hc, 15,000eb)
(M/Turn:	60m
MPH:	40mph
Jump (up):	6m
Jump (broad):	15m
Body: 12	
Lift:	480kg
Throw:	120m
Damage Mod:	+4.
Hand-to-Hand:	
Punch:	1D6+4
Kick:	2D6+4.

PHYSICAL STRUCTURE

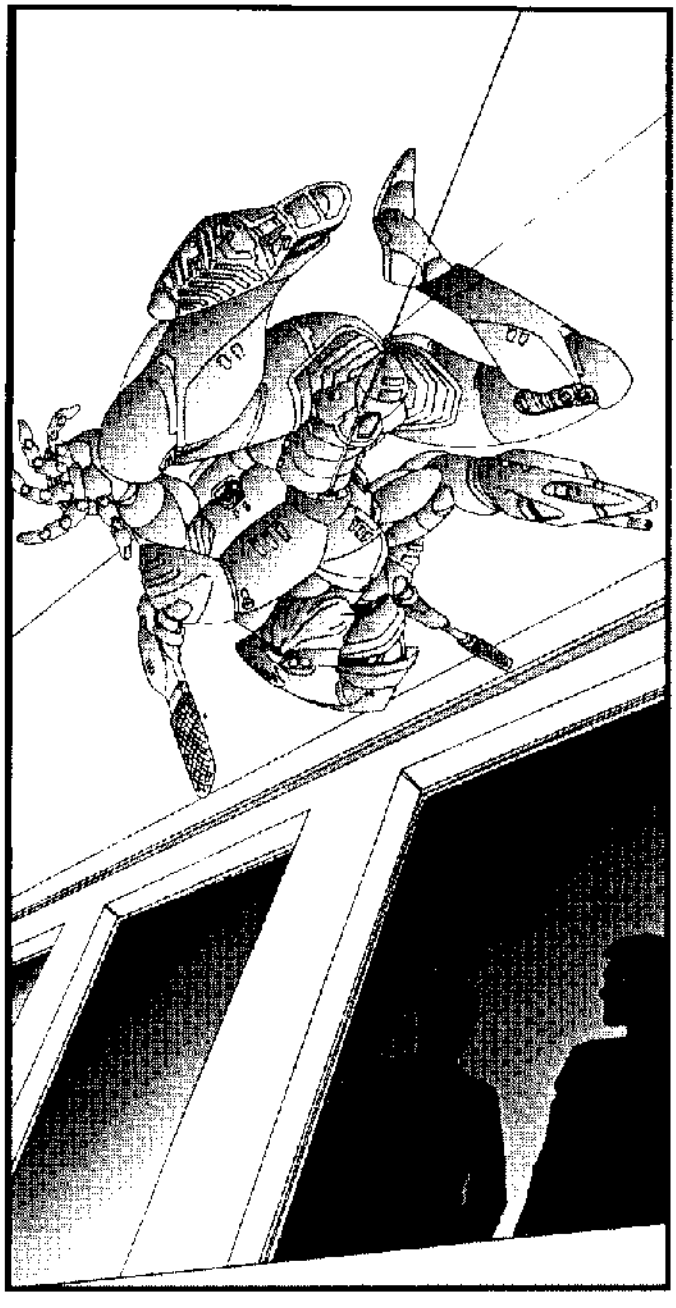
Head:	
SP:	30
SDP:	20/30
Options (Optic):	0/0
Options (Audio):	0
Torso:	
SP:	30
SDP:	30/40
Options:	4
R. Arm w/ Hand:	
SP:	30
SDP:	20/30
Options:	0
L. Arm w/ Hand:	
SP:	30
SDP:	20/30
Options:	0
R. Leg w/ Foot:	
SP:	30
SDP:	20/30
Options:	0
L. Leg w/ Foot:	
SP:	30
SDP:	20/30
Options:	0

OPTION PACKAGES:

Sensor Options:

Cyberoptics:

Front Optic Mount: Mounts 5 cyberoptics (see *Chromebook 2*). *4*



Cyberoptic 1: Lowlight, Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6*

Cyberoptic 2: Thermographic Imager (negates darkness modifers and adds +5 to detect 125-degree+ targets; can see thru walls at 10m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg67). *6.5*

Cyberoptic 3: Telescoptics (allows televisual scanning at extreme ranges; -1 Awareness per 800m), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Maximum Metal* pg27). *1.5*

Cyberoptic 4: Infra-Red (passive or active with spotlight), Image Enhancement linked to Expert System, Antidazzle, Targeting Scope (*Cyberpunk 2020* pg77). *6.5*

Cyberoptic 5: Times Square Plus (for heads-up display information), Antidazzle (*Chromebook 1* pg38). *4*

Head Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Head Extension Optic: Video Cam/Transmitter, broadcast on Radio Transmitter (*Chromebook 1* pg39). Audio also has transmitter. *3*

Left Head Extension Optic: Video Imager, Image Enhancement linked to Expert System, Lowlight (*Chromebook 1* pg39). Can also receive audio. *5.5*

Shoulder Sensory Extensions: Each mounts a full-function cyberoptic and audio pickup.

Right Shoulder Extension Optic: Microoptics, Image Enhacement linekd to Expert System, Antidazzle, Lowlight (*Cyberpunk 2020* pg77). Audio pickup. *4.5*

Left Shoulder Extension Optic: See Cyberaudio section.

CYBERAUDIO:

Acoustic Alarm System: A smart audio processor linked to the Expert System, it incorporates Sound Editor, Level Damper, Amplified Hearing and Enhanced Hearing Range; it also adds +1 to audio *Awareness* checks (4 audio spaces). *6*

Military Radio: With band-jumping, burst transmission, IFF and Scrambler function, 500km range (2 audio spaces, *Maximum Metal* pg67). *1.5*

Parabolic Microphone: Mounted in the left shoulder sensor boom, it can listen with normal hearing levels at extreme range; -1 *Awareness* for each 800m range (Boom's audio space). *2*

Tight Beam Laser Communications: Mounted in the left shoulder sensor boom, with full line-of-sight range (Boom's optic space,). *1*

Cellular Phone: An advanced model with a 20km range and scrambler (1 left arm space, *Maximum Metal* pg67). *1*

Satellite Uplink: For realtime orbital data exchange, using the back as an antenna array (1 torso space, *Maximum Metal* pg67). *1.5*

OTHER SENSOR SYSTEMS:

Raser™ Scanner: Mounted in the skull, this device scans an area and defines silouhettes by colors; it eliminates any modifiers for camoflage and adds +2 to *Awareness* checks through its link to the Expert System (1 torso space). *3*

A/V Recorder: This digital recorder feeds through the 'Borg's optics and audio and can store 6 hours of audio and video on a chip; two chips can be loaded at once (1 R. Leg space, *Maximum Metal* pg68) *0.5*

Sniffer: An Olfactory Booster linked to the Expert System which adds +1 to smell *Awareness* rolls and has a 50% chance of picking up a scent for +2 to *Shadow/Track* skill, and a Chemical Analyzer which can break down and identify chemical components in the air (0 spaces). *4*

Radiation Detector: Built into the right shoulder; 10m range (0 space). *2*

Remote Targeting Link: For sending and recieving indirect fire data (0 space, *Maximum Metal* pg68). *0.5*

Motion Detectors: These vibration-sensetive geophones built into the feet can be used for the 'borg's own weapon targeting, in concert with the remote targeting link, or as a vision and navigation aid: linked to the Expert System, they detect all movement within a 125m area, modified by size of moving object and amount of background vibration (1 space each leg). *2*

Magnetometer: This Magnetic Anomoly Detector pinpoints large masses of metal within 100m and firing railguns within 300m, regardless of non-metal obstructions (1 left arm space, *Maximum Metal* pg68). *1*

Radar Suite: Detects objects out to a 10km range, and its radar detector function will always detect civilian and police radar, and it will detect military radar 50% of the time (1 torso space, *Maximum Metal* pg27,69). *3*

Laser Detector: 90% chance of detecting lasers or microwave rangefinding spots on the cyborg, allows a dodge attempt (0 spaces, *Maximum Metal* pg79). *0.5*

WEAPON SUBSYSTEMS:

Quick-Change Mount: Right forearm (including hand) can be removed and a gunpod holding a smartchipped M31A1 can be attached (All right arm spaces). *7*.

M31A1 (from *Chromebook 1* p45):

RIF	+4	N	R	4D6 (4.5mm)
1	50	30	ST/VR	400m
GL	+1	*	*	* (25mm)
4	2	ST		300m

OTHER OPTIONS:

Variable Spectrum Spotlight: Mounted in the forehead, can project vsibile or IR light (0 space, 0.5hc, 200eb). Laser Spot—Can accurately determine range to and from a target and can designate targets for laser-guided weapons; it also has a 90% chance of blinding unshielding organic eyes looking into it (1left arm space, *Maximum Metal* pg72). *2*

EMP Shielding: Protects against EMP, microwaves, electicity (0 option spaces, *Chromebook 2* pg85). *6*

Gyro-Balancer: +2 on sickness rolls, +2 on any REF maneuver involving balance (0 space, *Chromebook 1* pg38). *1*

Parasail: This internally-stored back unit compresses the 'chute into a tiny package, and blasts it out with gas pressure; cannot work under 200 feet (1 torso space). *2*

Climbers: The Spyder's hands and feet have extendable, triple-jointed digits for superior gripping and climbing ability. Thery also have powerful "claws" which can dig into solid material to aid in climbing; they add +4 damage in melee combat and add +2 to *Climbing* tasks (modifies hands & feet). *2*

Grappling/Rapelling Cable: 100m of trifilament cord spooled out from the solar plexus area, run by an electrically-powered flywheel. The cord ends in a grappling claw with monoblade grippers and a package of 6 detachable molecular-adhesive heads. It can hold 500kg before jamming, and it has no launcher; it must be thrown (1 torso space). *1*

IR Thermal Dam: This system absorbs IR emissions, then safely bleeds them off in a random pattern; -5 to IR *Awareness* rolls (0 space, *Chromebook 1* pg15). *2*

Environmental Assimilation System: The Spyder's exterior patterning and coloring can be selected; 24 different camos, plus olive drab & flat black (selectible by the borg); observers are at -2 *Awareness* if the Spyder holds still, -1 if it moves, and the bonus compounds for each 10m distance (0 space, *Chromebook 1* pg28). *1*

Expert System: An INT-2 Computer with skills of +10 in Lipreading and Specific Knowledge skills involving identification of sounds and other signatures; bascially a PCX running EXPERT skillware. Becuase of its dedicated processing structure, it provides such excellent computer-assisted sensory analysis that the Spyder gets +5 to ALL sensory rolls (1 left leg space, *Chromebook 2* pg14,16). *6*

TOTAL PACKAGE COSTS
EURODOLLARS: 118,105EB
HUMANITY COST: 39D6 (16D6+137.5)

"It is the most sophisticated, most effective—simply the best—full cybernetic conversion package ever made. However, more than 60% of conversion subjects suffer psychological fragmentation. Intensive personality reconstruction and fine-tuning of the nervous system are recommended to reduce identity loss. How pathetic."*

—Nils "Dr. Death" Engelsson, Ph.D., M.D.

*This means ICT Therapy [Chrome 2, p.101-102] is a must for this conversion. Be warned!

Raven Microcybernetics "Wiseman" Cyberspace Commando Full Conversion

RAVEN
MICROCYBERNETICS

91,381eb

The glittering matrix of cyberspace ties together the entire world, encompassing corporate hierarchies, underground piracy, military espionage and boundless virtual frontiers. It's said that he who masters the Net masters the world; if that's true, then none are better qualified to master the world than a Wiseman. Utilizing the efficiency of full cybernetic conversion, the processing power of a supercomputer, and the focused fusion of pure human genius, Raven Microcyb's Wiseman embodies that ethereal communion with the global information system which Netrunners seek like nirvana.

Once brought over from the meat world to his new incarnation, the reborn Wiseman will never experience "plain vanilla" reality again. To enahnce the cyborg's affinity to Netspace, his mind will experience the outside world through RMC's patented TechGnosis™ interface. This operating system interprets all five sensory stimuli and translates them into binary data—this machine langauge is fed to the mind as a Netspace simulation, acclimating the Wiseman to the environment of the Net until it is second nature to him. One Wiseman interviewed on the subject commented that the relative difference he perceived between Realspace and the Net was like the difference between standing on a beach and swimming in the ocean. Some people find it difficult to relate to a Wiseman, but seldom would this bother such an evolved cyborg.

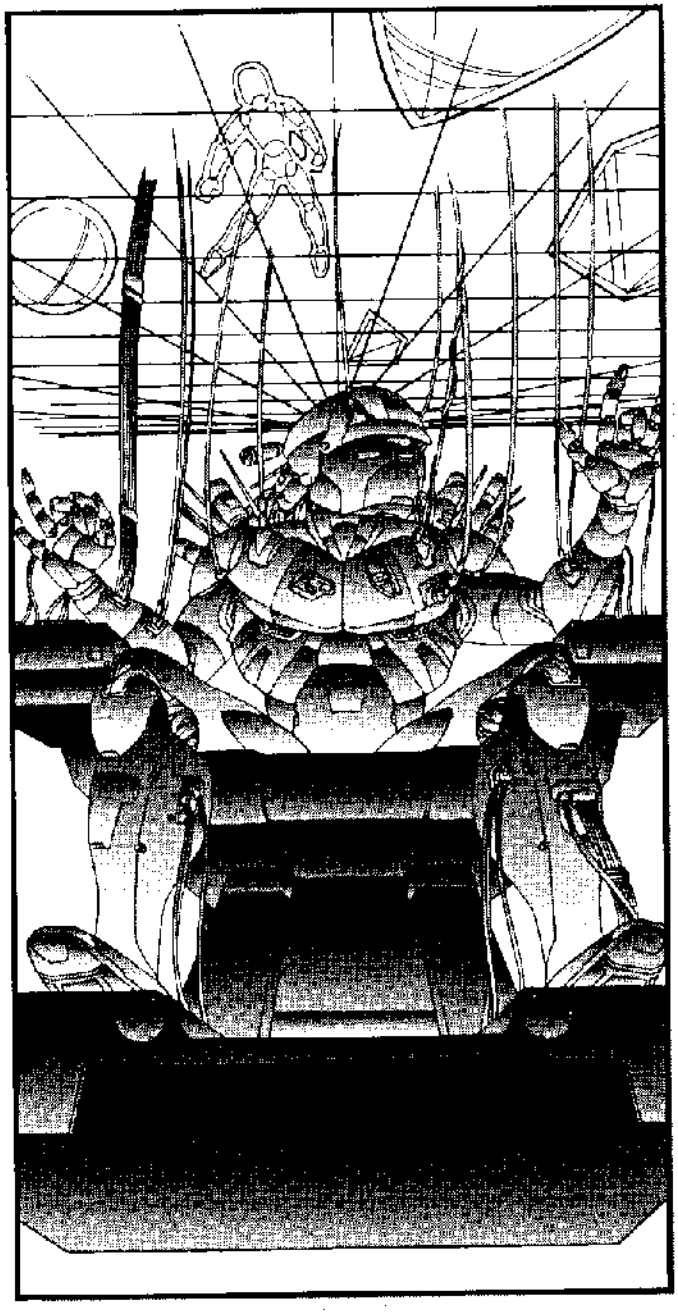
The Wiseman's TechGnosis™ operating system also serves as a link to his NeuroNet® parallel-processing network. Spread throughout the cyborg's chassis is a multitide of slaved "dogbrains" whose psuedo-intelligence routines effectively give a Wiseman the equivalent of 11.4 pounds of brain. Hardwired into a superconductive nervous system, these slaveminds allow the Wiseman to think faster and act more often than any human and even most computer mainframes. When jacked in, a Wiseman is as effective as a squad of assault programmers—when in realspace, a Wiseman can often be observed holding two or three different conversations at once.

Beyond the Wiseman's impressive suite of wetware, this full body conversion boasts every option a cyberspace savante could ever hope for. The core of the Wiseman's system is a cellular cybermodem with complete response enhancement, intrusion hardening and a central HOLO-RAM storage bank with a 40MU capacity. Furthermore, the Wiseman's limbs each house a secondary 20MU databank—all data storages consist of hyperspeed crystals stored in a liquid suspension matrix of non-conductive and impact-neutral gel, linked to the main system by monofilament transmission media. For maximum response times, the cybermodem can only access one memory at a time (it takes one action to switch drives), but across-the-board access can be also acheived (for a -5 to Initiative). The cybermodem's Intrusion Countermeasure Electronics are configurable to preference through an internal ROM-burner, allowing the secondary databanks to be protected hierarchically. The linkages provided by the NeuroNet® also connect the cyborg's mind and the slavebrain coprocessors with all memory storages directly, granting computing power superior to Microtech's much-vaunted IIKL workstation (works the same way; runs programs, INT 3, can use compumods, etc). A neural flip-switch and an optionally-enabled auto-punchout system maintain full control over the cyborg's transitions between realities, and thanks to an I-G algorithmic interpreter, the Wiseman can employ Net-Vision at any time. Onboard satellite up/downlink equipment grants direct access to the Global Grid, and needless to say, full shielding from microwaves, elctrostatics and EMP is standard!

On the realspace front, Wisemen can program for days at a time if necessary: a 72-hour BioSupport system is housed in the abdomen (the interchangeable nutrient cannister can be replaced with a fresh one—30eb from any BodyWeight outlet). For courier and cold-storage duties, a hexidecimally-coded tree of Write-Only Memory allows eidetic "post-hypnotic" information compression. Loading the correct software, they can also perform all the duties of an audio, video, VR or braindance editing studio. Video recording and display interactives are tied into the optical array, and the forearms house every necessary peripheral: multiple I/O ports, internally spooled "Livewire" prehensile interface cables, a video display screen, four chipreaders, credcard reader, keypad, speaker, microphone, chipware sockets techscanner probe and expansion ports. To top off the package, the

Wiseman's sleek black exterior was designed by Eji of Japan for the ultra-modern "living display" look.

Final Notes: It has been rumored that RMC manufactures a Wiseman Mark-II which does not use a transplanted brain, but actually houses a cloned brain encoded (via Soulkiller-type programs) with a software duplicate of a human mind! Also, beware of damage: although the Wiseman is as tough as any other full 'borg, if damage penetrates armor, a computer system of some kind is bound to be disabled (roll randomly for the area hit)! This could get expensive...



WISEMAN PHYSICAL STATS

REFLEX:	14 (8HC, 8000EB)
ATTRACTIVENESS:	NA
MOVEMENT ALLOWANCE:	10
M/Turn:	30m
MPH:	20mph
Jump (up):	6m
Jump (broad):	8m

BODY: 12

Lift:	480kg
Throw:	120m
Damage Mod:	+4

HAND-TO-HAND:

Punch:	1D6+4
Kick:	2D6+4

PHYSICAL STRUCTURE

HEAD:

SP:	25
SDP:	20/30
Options (Optic):	0/0
Options (Audio):	2

TORSO:

SP:	25
SDP:	30/40
Options:	0

R. ARM W/ HAND

SP:	25
SDP:	20/30
Options:	0

L. ARM W/ HAND

SP:	25
SDP:	20/30
Options:	0

R. LEG W/ FOOT:

SP:	25
SDP:	20/30
Options:	1

R. LEG W/ FOOT:

SP:	25
SDP:	20/30
Options:	1

OPTION PACKAGES

Sensor Options:

Cyberoptics:

Video Imager: Internally displays video transmissions (2 option spaces, *Chromebook 1* p39). *2*

Net-Vision: Provides a Net's-eye view of realspace location (1 option space, *Chromebook 2* pg24). *0*

Times Square Plus: Chipware visual interface (3 option spaces, *Chromebook 1* pg38). *2*

MicoVideo Optic: Unlimited video recording (2 option spaces). *0.5*

Cyberaudio:

Micro Recorder Link: Unlimited audio recording (1 option space) *0.5*

Phone Splice: Cellular commo (1 option space.) *1*

Scrambler: Secures phone (1 option space). *0.5*

Tight Beam Radio Link: 1 mile range (1 option space). *1*

WEAPON SUBSYSTEMS:

None installed.

OTHER OPTIONS:

Computer System:

INT-3 Computer: Basically a workstation-level BodyComp (*Chromebook 2* pg8) which has all the capabilites of a Microtech IIKL Workstation with a cybernetic control interface adding +2 to applicable rolls (1 torso option space, *Chromebook 2* pg15). *5*

DataShielding: Protects the computer against Tempest equipment (*Chromebook 2* pg17).

Wet Drive Access Link: Allows neural access of data stored in various MU databanks (0 option spaces, 0.5hc, 200eb, Chromebook 2 pg6).

TechScanner & CTD CompuMods: Through ports in the forearms, the Wiseman can read Credcards (& make transactions) and has a 60% chance of getting +3 to tech rolls; these use up 6MU from one of the databanks (1option space each arm, *Chromebook 2* pg18). *0.5*

Chip Ports: For running neuralware and reading & writing to datachips (music, video, VR & braindance) (0 option spaces). *1*

Chronomometer: A timekeeper linked to the Times Square Plus, with all the functions imaginable (0 options). *1*

Cybermodem:

Cybermodem Link: Allows full control of a Cybermodem (0 option spaces). *1*

Cellular Cybermodem: Speed +4, 40MU and Data Walls at +20 due to the internal ROM-burner—but each memory Databank (see below) can only have +8 Data Walls max. This deck can also act as a high-quality Cybernetic Control Deck for remotes (*Chromebook 2* pg30), adding +1 to all related rolls (1 torso option space). *1*

Extra Databanks: Each limb has a 20MU memory storage bank; usually one is used at a time, but if all are accessible at once there is a -4 to the netrunner's initiative; that is, -1 Speed per extra Databank (1 space each limb). *4*

Auto Punchout Option: When engaged, protects cybermodem systems against software attacks at -5 Intiative (0 option spaces, *Chromebook 1* pg8). *0*

Flip Switch: Can toggle between realspace and netspace views (0 option spaces, *Chromebook 1* pg9). *0*

TOTAL PACKAGE COSTS

Eurodollars: 91,381eb

Humanity Cost: 23D6+3 (16D6+45) PLUS an additional -1 EMP.

"Do you believe in God?"

—Akira, Tokyo/Chiba regional AI

"I'm the God."

—Chow, Wiseman, Hong Hong region

NEW FULL-'BORG OPTIONS

Eelskin

1400eb

The Eelskin system modifies the exterior of the full cyborg with a network of conductive electrical nodes. Emplaced 2/10ths of a millimeter below the surface of the 'Borg's body and powered by a 6-use replaceable battery, the Eelskin allows the 'Borg to deliver an electrical shock to anyone who touches him. A sensory grid laid out across the body detects any humanoid contact and instantly charges the cyborg with 75,000 volts of pure nerve-scrambling power (the victim makes a BOD + Endurance skill roll: 25+ he takes 1D6 damage; 20-24 he's stunned for 1D10+2 turns and takes 1D6+3 damage; 15-19 he's stunned for 1D6+2 minutes and takes 2D6 damage; less than 15 he's stunned for 1D10+5 minutes and takes 2D6+3 damage). The 'Borg himself is immune thanks to the Farraday principle and special shielding on certain vital components.

Surgery: MA, HC=1D6

CyberSteroids

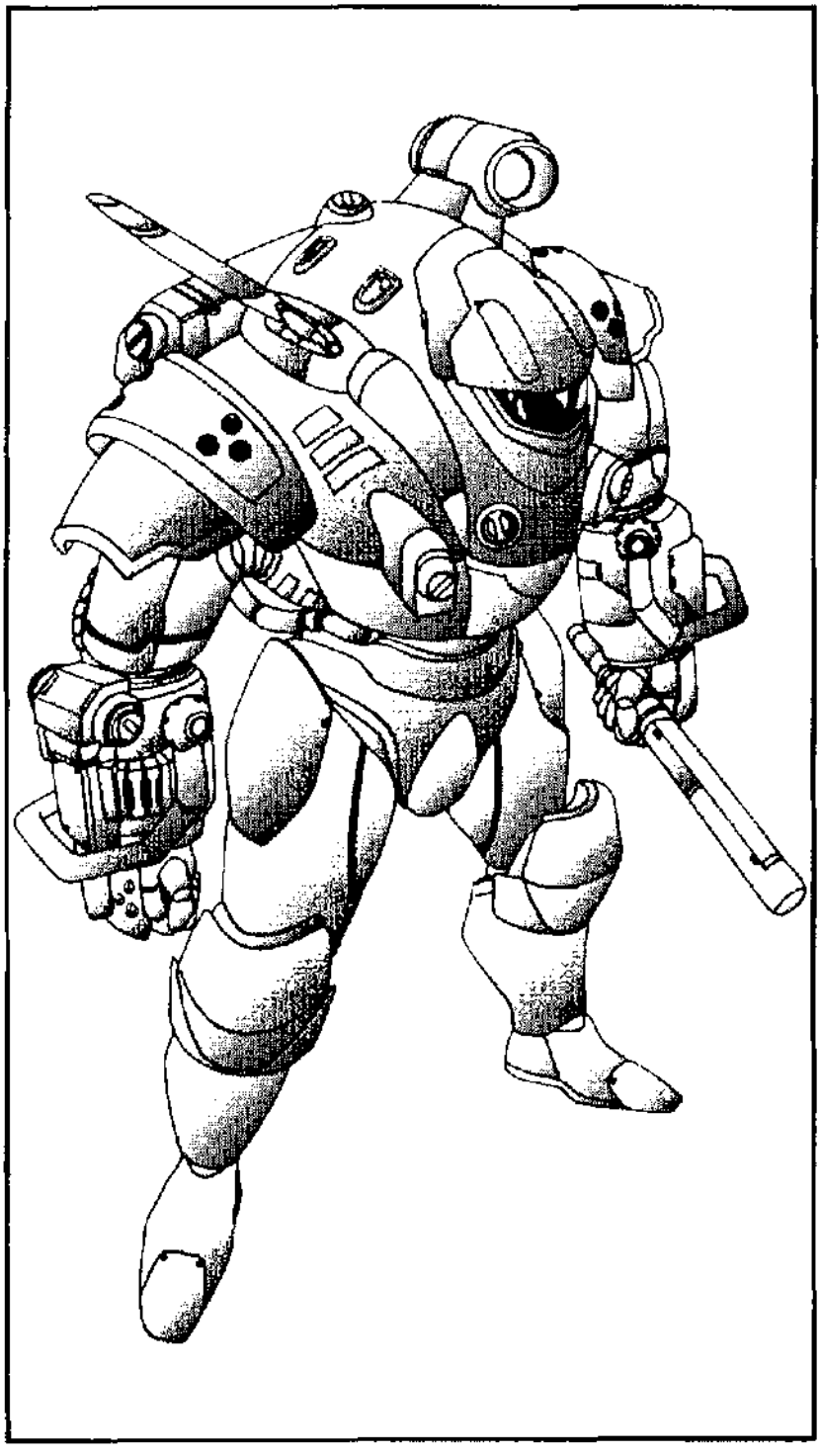
300eb per +1 BOD/STR

Contracting Crystalline Poly-nucleotide Lattice--CCPL, as it is known--is what makes today's Powered Armor so terrifyingly strong. These plasteel fibers feature electrically-controllable length and impressive weight efficiency, making them as much as four times as powerful as more conventional myomars. International Electric Cybernetics, Militech Cybernetics International, Cybermatrix and Dynalar Technologies are all looking towards the possibility of redesigning their full-body conversion packages around this new technology. Several new cyborg models are being proposed with the core of their design philosophy being based around the use of CCPL muscle fibers. Currently, a full-body conversion CCPL retrofit is all that is available; it requires a complete reconstruction of the cyborg (during which time the biosystem is maintained in a stationary VR tank), replacing all myomers and magnetic/hydraulic systems with CCPL and replacing core elements of the endoskeleton with titanium and other ultra-durable components. The result is a cyborg whose strength is tripled, but whose weight is also drastically increased. "CyberSteroids" (as *Pop Tech* magazine has referred to the CCPL retrofit process) seems to carry a relatively low humanity cost, but its drastic alteration of the 'Borg's operative weight may make the value of the procedure somewhat debatable.

Game Notes: *CyberSteroids multiplies the Borg's BOD by 3. This is not adjustable; if your BOD is 12, it must become 36. However, each point of BOD gained also carries a cost of 1500eb and adds 3kg to overall weight; an Alpha Class (weighing 350lbs, or 159kg) Full 'Borg with CyberSteroids would have a BOD of 36 (capable of lifting 1440kg) and would weigh 231kg (500+ lbs!). Oof. However, this 'Borg would now be capable of mounting armor plating as effective as that used by Powered Armor (see Maximum Metal for more). To work, the CCPL requires increased power usage. To handle it, a new permanent back- or waist-mounted power unit is fitted (weight equals 5% of the 'borg's new weight, good for 10hrs, 200eb @, 20eb/recharge); when the power is exausted, there is an automatic step-down to the borg's original BOD/STR rating. Beware of Dragoons on CyberSteroids...*

Surgery: 2xCR, HC: 6D6

POWERED ARMOR



Arasaka Mfg. Type-17H "Guardian" Assisted Combat Personal Armor

76,260eb

Arasaka makes its presence known yet again with The Guardian! Designed to work in tandem with non-PA forces, or alone, the Guardian fills all your security needs. Available with trained personnel on request.

(see next page for stats)

NOTE: Items listed in the Powered Armor and WADs sections use rules from the *Maximum Metal*. Refer to that supplement for clarifications.

POWERED ARMOR SPECIFICATIONS

Suit Name:	Guardian	**Manufacturer:**	Arasaka
Total Weight:	440 kg	**SIB/DFB:**	+5 / +2
Chassis Type:	Katana (Gunslinger under liscence)	**Chassis Weight:**	138 kg
Punch:	3D10	**Kick:** 5D10	**Chassis Cap./Carry:** 1250 kg / 375 kg
Crush:	3D10	**Run:**	**Total Cost:** 76,260 eb
Leap:		**Jump:**	**Trooper Size:** 114 kg
			Toughness Mod.: -7

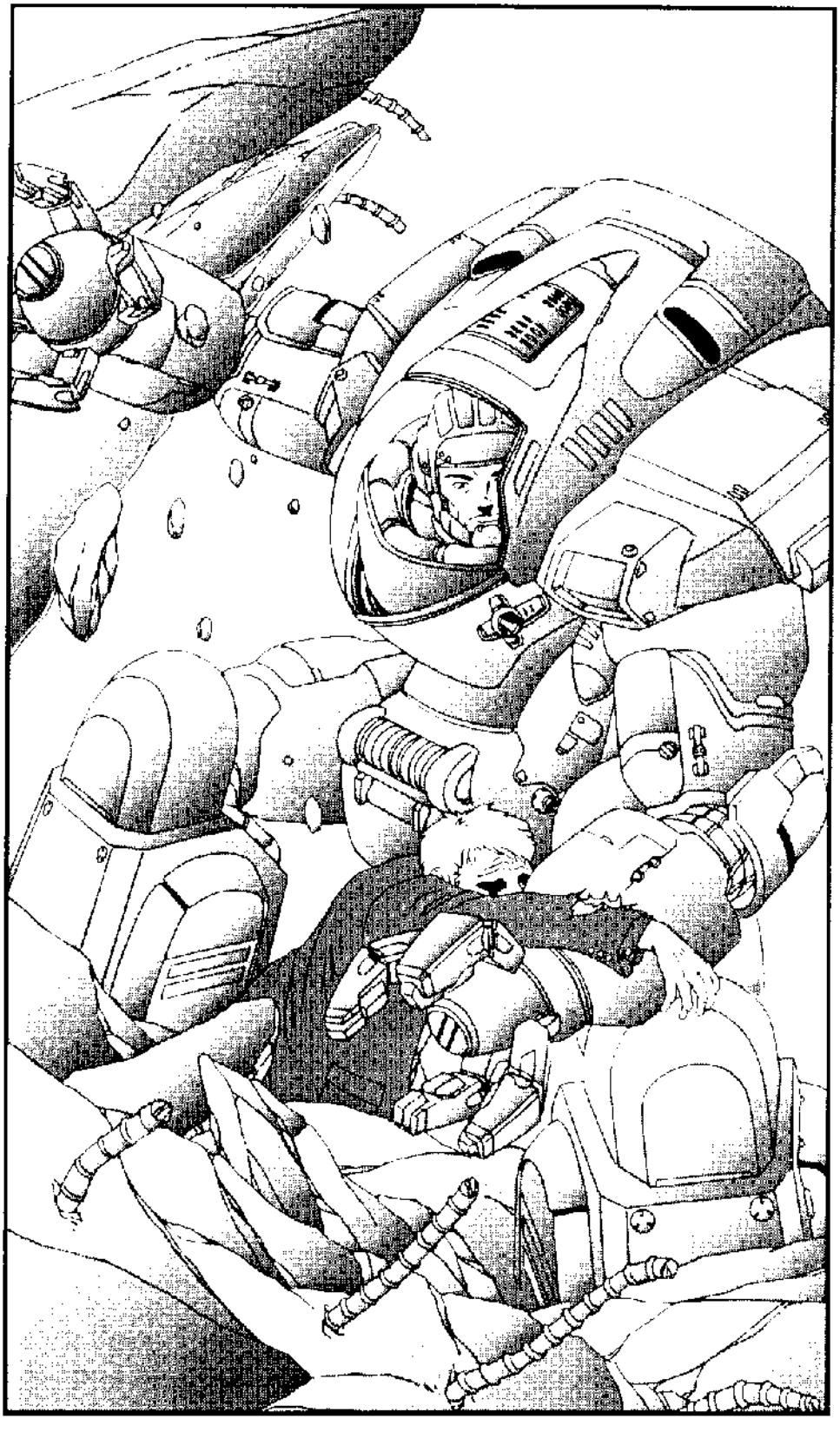
S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4-5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 25	**SP** 25	**SP** 25	**SP** 25	**SP** 25	**SP** 40
SDP 6	**SDP** 6	**SDP** 6	**SDP** 12	**SDP** 12	**SDP** 22
INTERNAL SDP	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**
1] ECI-Wideband HUD 10	1] Winch / Grapple 40	1] 12.7mm Hvy Machinegun 30	1] Black Box 10	1] Auto-Fletch Pistol Reload Volt Pistol Reload 20	1] Monitor 15
AV Record/ Scrambler 15			Mini-comp (*Chrome 2*, pg. 15)		Autodoc
2] Laser Comm	2] 7.62mm Light Machinegun 25	2] 12.7mm Hvy Machinegun 30	EMP Sponge 30	2] EMP Sponge 30	2] BSP 20
Thermograph			2] 7.62 mm reload #1	EMP Sponge 30	Variety Pack
Laser/Microwave Detector 25					
3] STD Radio 0	3] Volt Pistol 5 (*Chrome 2*, p. 43)	3] Auto-Fletch Pistol 15	3] 7.62 mm reload #2	3] Smoke Cannister 15	3] BRP Ripple Pack 20
(no space)					
4]	4]	4]	4]	4]	4] Celluar Phone 5
EXTERNAL SP/SDP	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	5]
1] Sense Extender 15 / 15	1] Fire Extinguish. 20/20	1] Retina Scarrer 20/10	1] BRP Ripple Pack 20/20	1] Ion Cuffs X4 20/10 (*Protect & Serve* pg 41)	**EXTERNAL SP/SDP**
Painting Las15/10		Blood Scanner 20/20			1] BRP Ripple Pack (rear) 20/20
2] Searchlight 10 / 5	2] Staroust Cannister 30/ 15	2] Flash Cannister 20/20	2] Plas-cuffs X6 20/10 (*Protect & Serve* pg 41)	2]	2] BSP Variety Pack 20/20
			3]	3]	3] Mapmaker w/GPS 20/5 (*Chrome 1*, p. 9)
	3]	3]			4]

NOTES:
Low Boost

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Excalibur Nightstick		8]		
2]	(*Protect & Serve*, pg 34)		9]		
3]			10]		
4]			11]		
5]			12]		
6]			13]		
7]			14]		

MAXIMUM METAL FOR CYBERPUNK



Militech & Trauma Team Tb/0 "Lifeline" Assisted Combat Personal Armor

99,000eb

This collaboration by Militech and TTI is the answer to man's frailty in the face of disaster. The Lifeline is designed to walk through fire, water, chemicals, bullets, wherever you need to go to save lives. Tough enough to shift girders but light enough for industrial flooring or air transport, the Lifeline enables its operator to get in and do the job, whether it's rescue, firefighting, combat first aid, or repair.

(see next page for stats)

POWERED ARMOR SPECIFICATIONS

Suit Name:	Lifeline	**Manufacturer:**	Militech
Total Weight:	699 kg	**SIB/DFB:**	+3 / +2
Chassis Type:	Hero	**Chassis Weight:**	158 kg
Punch:	4D10	**Kick:** 6D10	**Chassis Cap./Carry:** 1500 kg / 450 kg
Crush:	4D10	**Run:**	**Total Cost:** 99,000 eb
Leap:		**Jump:**	**Trooper Size:** 114 kg
			Toughness Mod.: -8

S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4-5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 40	**SP** 40	**SP** 40	**SP** 40	**SP** 40	**SP** 40
SDP 7	**SDP** 7	**SDP** 7	**SDP** 7	**SDP** 7	**SDP** 22
INTERNAL SDP	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**
1] ECI HUD 10	1] M-31 PA 10	1] Winch - 40	1] Flash Cannister	1] Self-sealing [50]	1] Militech 25
Visual Backup 15		Grapple	20	Compress.	Repeater
					Autodoc
2] Scrambler	2] Fire Extinguisher	2] Self-sealing [50]	2] Self-sealing [50]	2] EMP #1 30	2] Repeater
AV Recorder	20	compress.	compress.	Sponge #2 30	Autodoc
Thermograph					
3] Std Radio 25	3] Medical Equip. 10	3] Mini Comp 10	3] Self-sealing [50]	3] Smoke 15	3] Escape 30
(no space)	(sp. skin appl.,	(Hybrid model -	compress.	Cannister	Hatch
	dermal stapler,	see Chrome 2)			
	drug injector)				
EXTERNAL SP/SDP	4]	4]	4]	4]	4] Med. Gear 15
1] Sense Extender					(first aid/surg.
15 / 15					kit, resus. unit)
Auto Flechette	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	5]
Pistol 20 / 15	1] Heavy Tool Suite	1] Power Saw 20/25	1] BPL Plastic	1] BLP Breaching	
2] Searchlight			Obstacle 20/10	Spray #1 10/20	
(no space) 10 / 5			BOM Wire	#2 10/20	**EXTERNAL SP/SDP**
	2] Climber Claws	2] Climber Claws	Obstacle 20/10		1] BRP 20/20
	30/15	30/15	2] Climber Claws	2] Climber Claws	Ripple Pack (rear)
			30/15	30/15	
	3]	3]	3]	3]	2] BSP 20/20
					Variety Pack
					3] Ribbon 20/20
					Cannister
					4]

Notes:
Low Boost

EQUIPMENT CARRIED

	Item	SP/SDP/WT		Item	SP/SDP/WT
1]	Armored, Foldable		8]		
2]	Stretcher (w/ auto-doc)	30/30/25	9]		
3]	30mm Auto GL	25/25/20	10]		
4]	Magazine #1 (mix frag/HEP)	0/20/11	11]		
5]	Mag #2 (fire retardant)	0/20/11	12]		
6]			13]		
7]			14]		

MAXIMUM METAL FOR Cyberpunk

WADs (WORKING ASSISTANT DROIDS)

WADs are heavy robot-assisted linear frames piloted remotely by a human operator. They are designed to help workers in construction and other difficult tasks. WADs normally have a semi-open frame for ease of access and maintenance, but they can be given sealed outer shells for safety and function in hostile conditions such as underwater, vacuum and hazardous materials. WADs are currently used by working teams at most building yards (ground and orbit) and all freight docks in the major ports of Europe.

WADs are constructed as linear frames with semi-enclosed groups of hardware hung on them. 1) Select a frame, as per ACPA construction. Any size frame may be used. 2) Install android control circuits (see below), interface, and commo gear. 3) Select armor if desired and if possible; remember, a STR of 25+ is needed to carry armor. 4) Select equipment; install as per normal ACPA rules and restrictions.

New Equipment

ANDROID CONTROL CIRCUITS: Takes 1 space per servo (head, each arm/leg, torso); 5kg/servo; 500eb total (their SDP is assumed to be part of the linear frame's SDP). These are the circuits and servomotors that mimic and convey the motion information of a human operator to the linear frame. Cost and weight is for a basic MA of 5. For every MA point more or less than 5 (MA 1 min, MA 10 max), +/- x0.1 to cost and weight (weight cannot be reduced, only increased).

EXTRA LIMBS: WADs need not be humanoid! Extra arms and legs can be installed for added carrying capability or mobility. Each extra limb costs 10% of the base frame cost, and weighs 15% of the base frame weight. Extra arms can be of a lower STR than the basic arms; if so, calculate cost and weight based on a linear frame of the appropriate (lower) STR. Extra limbs, in general, must have ACC servos of their own.

Extra arms add hands to carry; with ECI Wideband HUDs and VRIs, a WAD operator may do different things with different hands! This takes some skill, though—a WAD operator may only do 1 distinct hand/manipulation function per 3 levels of skill, rounded down. A maximum of 1 normal, separate action may be done with each arm. Please note that these extra actions do not suffer the -3 penalty for doing additional actions in a turn!

Extra legs merely add stability to a WAD. maneuvering and speed reductions rolls are at +3 per extra leg, and a WAD with 3+ legs always counts as "braced" for pulling and pushing.

Each extra limb also adds spaces for mounting internal and external equipment.

WAD Use

Using a WAD is like operating a remote or interfacing with a machine. *Remote Systems Operation* is the skill used (see *Chrome 2*, pg.30). PA Pilot may be substituted at -1 to the skill level. The operator uses a cybermodem-style controller to communicate his commands. The controller costs 1000eb and can either use direct wire communication (no cost, no space in the WAD), radio, laser, microwave, or even cell-phone. The appropriate communications system must be installed in the WAD.

Once linked in, the operator can move the WAD just like a suit of powered armor, but can do so remotely and without risk to the user. This has numerous commercial applications, and even some military ones (WADs are just complex RPVs on the battlefield).

WAD Hacking

Since WADs are run through neural interface (they can't be used otherwise, particularly the bipeds—bipedal motion can only be achieved by linking to a human's motion center), they can possibly be "hacked" by Netrunners. Since WADs aren't normally run through computer networks, but via direct controls, this means interrupting the communications and patching a WAD control utility program in place of the operator (the program is STR 2, MU 1, 150eb).

Finding the right frequency to patch into is a use of Expert (Electronic Warfare) skill. Patching into an open radio signal is a Difficulty 10+ roll, a cellular signal is Diff 20+, and a laser or microwave signal is Diff 25+ (plus you must be directly in the beam's path). Add +10 to the Difficulty if the signal is scrambled. Of course, the netrunner's cybermodem must be attached to the proper communications equipment in order to attempt this. With a little work, this method of "hacking" can be applied to drones and remotely-controled vehicles as well.

SAMPLE WADS

Duroi/Janvier "Frelon"

67,280eb

This is a simplified form of Work Module (*Deep Space*, pg.34), designed for work in vacuum. Propelled by a complex structure of thrusters, it has a protective outer shell to reduce the danger of space work. Four thin manipulator arms are equipped with a variety of tools and instruments. The Frelon's shell has a Rad Stopping Power of 6 (*Deep Space*, pg.19).

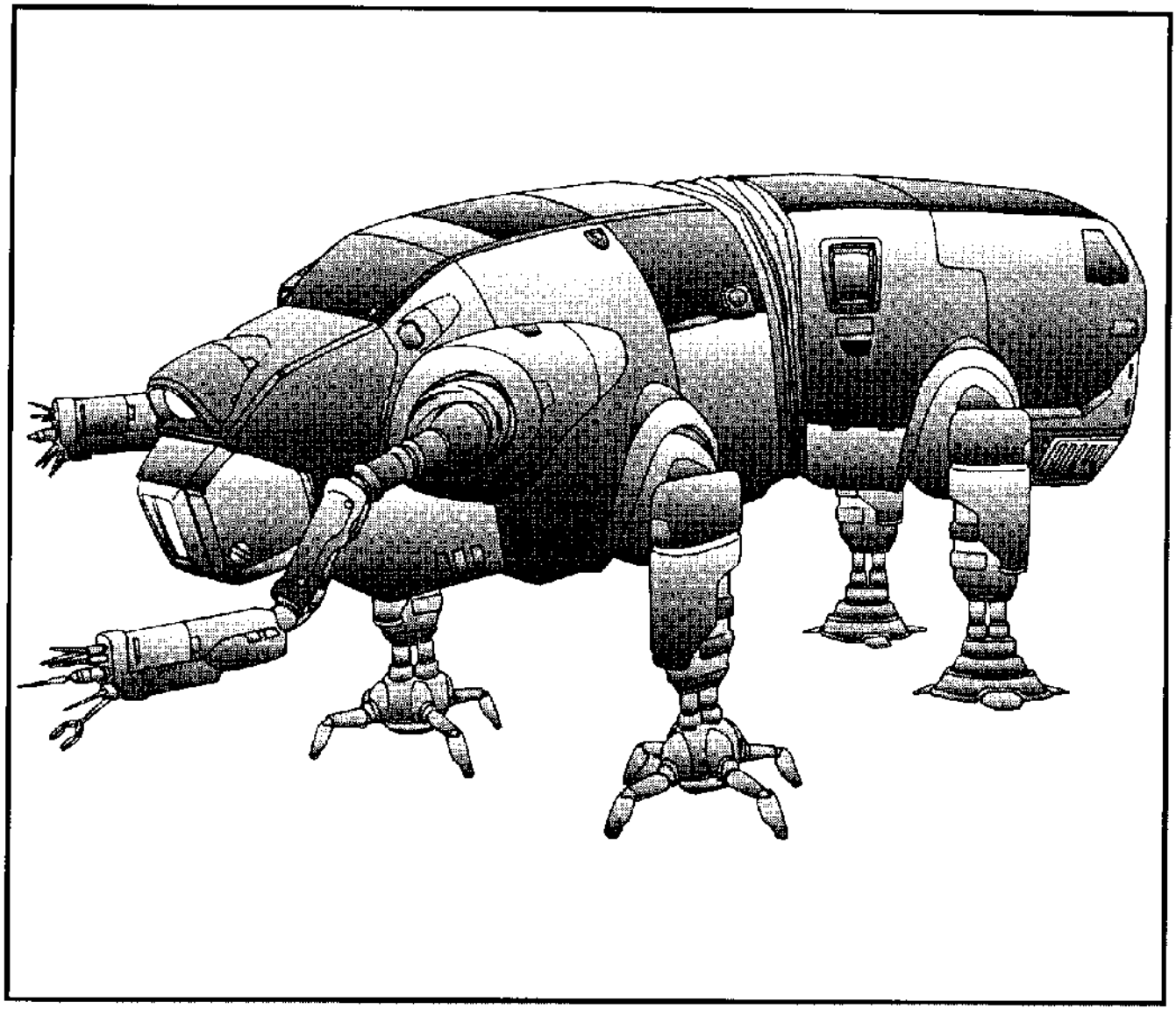
(see page 116 for stats)

Fiat "Nova"

78,390eb

This WAD is only used for freight hauling work (alongside the Hyundai Bee; *Chromebook 1*, pg.25). It has two long arms with powerful hands and a third, thinner arm mounted in the chest for manipulation.

(see page 117 for stats)



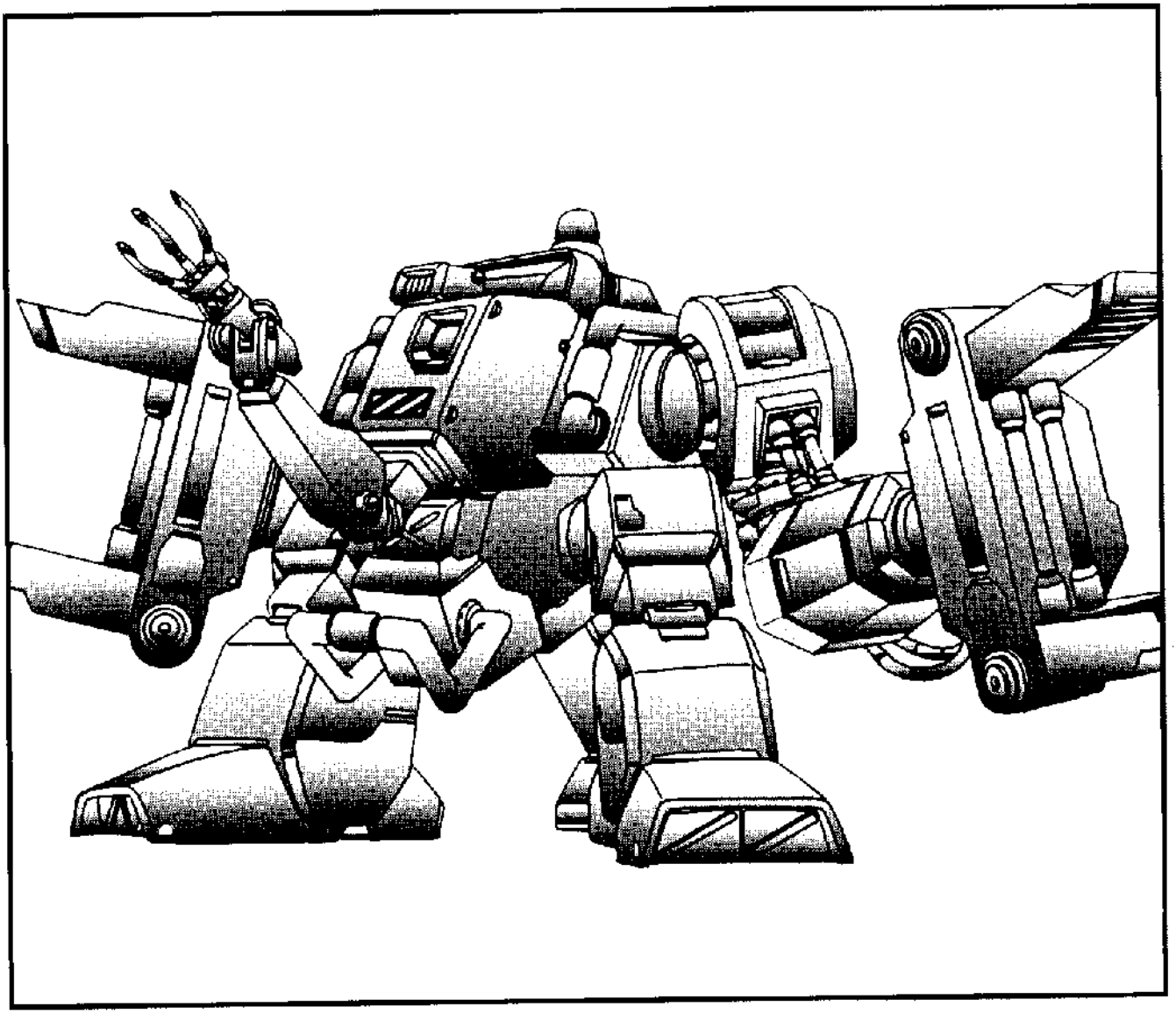
International Electric

"Newport Mk. II"

56,440eb

Used for factory maintenance this WAD must crawl in tunnels and climb in and out between heavy machinery. To help with this, it is slender and has four legs (two have special grappling "feet"). The two arms are equiped with various electronic tools.

(see page 118 for stats)



Duroi/Janvier "Scarabee"

95,150eb

This WAD is standard in building yards. It has two main arms with tools (cutting torch, pneumatic drill, power hammer, heavy power saw) and two smaller arms mounted over the shoulders for precise manipulation. The main legs can be locked for strength and a third leg unfolded from the back for stability.

(see page 119 for stats)

WAD SPECIFICATIONS

Suit Name:	Frelon	**Manufacturer:**	Durol / Janvier
Total Weight:	543 kg	**SIB/DFB:**	+3 / +2
Chassis Type:	Hero (STR30)	**Chassis Weight:**	158 kg
Punch:	3D10/2D10	**Kick:**	NA	**Chassis Cap./Carry:**	1500 kg / 450 kg
Crush:	4D10/3D10	**Run:**	15 m/rd fly (MA4)	**Total Cost:**	67,280 eb
Leap:	NA	**Jump:**	NA	**Trooper Size:**	NA
				Toughness Mod.:	-8

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-0]
SP 30	**SP** 30	**SP** 30	**SP** 30	**SP** 30	**SP** 30
SDP 8	**SDP** 5	**SDP** 5	**SDP** 8	**SDP** 8	**SDP**
INTERNAL SDP	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**
1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo
2] ECI Wide-band HUD 10 LR Radio 10 Scrambler	2] Light Tool Suite 15	2] Light Tool Suite 15	2] Fire Extinguisher 20	2] Goop-ball & Slap-patch dispenser 15	2] Extra Power Cell 15 Extra Power Cell 15
3]	3]	3]	3] Winch & Grapple unit 40	3] Winch & Grapple unit 40	3] Winch & Grapple unit 40
EXTERNAL SP/SDP	4]	4]	4]	4]	4] Environmental / Tech scanner (rad, atmos, press, tech readoute) 10
1] S.Light (W) 10/5 S. Light (IR) 10/5	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	5]
2]	1] Light 10 Spares Storage	1] Emergency 10 breather supplies for workers (2x half hour units)	1] Heavy 15 Spares storage	1] Heavy Tool Suite	**EXTERNAL SP/SDP**
	2]	2]	2] Heavy 15 Spares storage	2] Heavy Tool Suite	1] Space 20/30 Maneuver Jets
	3]	3]	3]	3]	2] Space 20/30 Maneuver Jets
					3] Extra fuel 15 for maneuver jets (1000 rds)
					4]

Notes:
RSP6
Radio Contr.
Adv. Reflex

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Note: Leg units are actually		8]		
2]	extra arms (STR30).		9]		
3]	Normal arm units are		10]		
4]	STR20. Armor shell has		11]		
5]	built-in rad protection.		12]		
6]			13]		
7]			14]		

WAD SPECIFICATIONS

Suit Name:	Nova	**Manufacturer:**	Flat
Total Weight:	443 kg	**SIB/DFB:**	+2 / +1
Chassis Type:	Titan (STR40)	**Chassis Weight:**	200 kg
Punch:	4D10	**Kick:**	7D10	**Chassis Cap./Carry:**	2000 kg / 600 kg
Crush:	5D10	**Run:**	21 m/rd (MA5)	**Total Cost:**	78,390 eb
Leap:	NA	**Jump:**	NA	**Trooper Size:**	NA
				Toughness Mod.:	-10

S	P	A	C	E	S
HEAD [1]	R. ARM [2]	L. ARM [3]	R. LEG [4-5]	L. LEG [6-7]	TORSO [8-0]
SP 25	SP 25	SP 25	SP 25	SP 25	SP 25
SDP 10	SDP 10	SDP 10	SDP 20	SDP 20	SDP 30
INTERNAL SDP	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INTERNAL SDP**	**INT** ACC Servo
1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	
2] Wideband 15 Aperture	2] 2x BPL 20 Plas. Obs. (for fastening things)	2] 2x BPL 20 Plas. Obs. (for fastening things)	2] Winch & Grapple 40	2] Winch & Grapple 40	2] 2x Extra Power Cells 15
Std Radio Scrambler 10					
3] Sonar rangefinder/ detector 10	3]	3]	3]	3]	3] 2x BOM Wire Obs. (for fastening things) 20
EXTERNAL SP/SDP	4]	4]	4]	4]	4] Winch & Grapple 40
1] Armored searchlight 10/10	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	**EXTERNAL SP/SDP**	5]
2]	1] Cargo Net Hardpoint 5	1] Cargo Net Hardpoint 5	1] Cargo Net Hardpoint 5	1] Cargo Net Hardpoint 5	**EXTERNAL SP/SDP**
	2] Cargo Net Hardpoint 5	2] Cargo Net Hardpoint 5	2]	2]	1] Cargo Net Hardpoint 5
	3]	3]	3]	3]	2] Cargo Net Hardpoint 5
					3] Cargo Net Hardpoint 5
					4] Cargo Net Hardpoint 5

Notes:

Radio Control

Basic Reflex

(-3 Ref)

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	STR20 Manipulating Arm / Center	0/10/20kg	8]		
2]	Cargo Net w/1000 kg	0/10(to cut)	9]		
3]	capacity. This drops by		10]		
4]	100kg for every external		11]		
5]	hardpoint destroyed/unused		12]		
6]			13]		
7]			14]		

WAD SPECIFICATIONS

Suit Name:	Newport Mk. II	**Manufacturer:**	International Electric
Total Weight:	322 kg	**SIB/DFB:**	+3 / +2
Chassis Type:	Gunslinger (STR25)	**Chassis Weight:**	138 kg
Punch:	3D10	**Kick:**	5D10	**Chassis Cap./Carry:**	1250 kg / 375 kg
Crush:	4D10	**Run:**	21 m/rd (MA4)	**Total Cost:**	56,440 eb
Leap:	4.2m/3.5m	**Jump:**	1.3m	**Trooper Size:**	NA
				Toughness Mod.:	-7

S HEAD [1]	P R. ARM [2]	A L. ARM [3]	C R. LEG [4-5]	E L. LEG [6-7]	S TORSO [8-0]
SP	SP	SP	SP	SP	SP
SDP 7	SDP 13	SDP 13	SDP 13	SDP 13	SDP 19
INTERNAL SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP	**INTERNAL** SDP
1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo
2] Full HUD 10 Cell Phone 20 Micro-optics recorder	2] Light 15 Tool Suite	2] Light 15 Tool Suite	2] Spare Parts Storage 20 (front leg only)	2] Spare Parts Storage 20 (front leg only)	2] Extra Power Cell 15
3]	3] 2x BES 20 Silicon spray packs	3] 2x BES 20 Epoxy spray packs	3] 1x BES 10 Silicon spray pack (front leg only)	3] 1x BES 10 Epoxy spray pack (front leg only)	3] Fire Extinguisher 20
EXTERNAL SP/SDP	4]	4]	4]	4]	4] Maintenance Mini-Comp & Techscanner 15 Phone
1] White searchlight 10/15 UV searchlight 10/15	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	**EXTERNAL** SP/SDP	5]
2]	1] Special "Grapple" foot 30/15 (back leg only)	1] Special "Grapple" foot 30/15 (back leg only)	1] Sensory Extension 15	1] Sensory Extension 15	**EXTERNAL** SP/SDP
	2]	2]	2]	2]	1] Hvy spares storage 15/15
	3]	3]	3]	3]	2] Hvy spares storage 15/15
					3] Hvy spares storage 15/15
					4]

Notes:

Cellular Contr.

Adv. Reflex

2x Leg sets

EQUIPMENT CARRIED

	ITEM	SP/SDP/WT		ITEM	SP/SDP/WT
1]	Note: the Newport has		8]		
2]	two pairs of legs; a "front"		9]		
3]	pair and a "back" pair. Also,		10]		
4]	it has no protective shell;		11]		
5]	all internal SDP is exposed		12]		
6]	unless otherwise noted.		13]		
7]			14]		

WAD SPECIFICATIONS

Suit Name:	Scarabee	**Manufacturer:**	Duroi / Janvier
Total Weight:	482 kg	**SIB/DFB:**	+1 / +1
Chassis Type:	Hero (STR30)	**Chassis Weight:**	158 kg
Punch:	3D10	**Kick:** 5D10	**Chassis Cap./Carry:** 1500 kg / 450 kg
Crush:	4D10	**Run:** 18m/rd (MA5)	**Total Cost:** 76,640 eb
Leap:	NA	**Jump:** NA	**Trooper Size:** NA
			Toughness Mod.: -8

S	P	A	C	E	S
HEAD [1]	**R. ARM [2]**	**L. ARM [3]**	**R. LEG [4 5]**	**L. LEG [6-7]**	**TORSO [8-0]**
SP 25	**SP** 25	**SP** 25	**SP** 25	**SP** 25	**SP** 25
SDP 8	**SDP** 8	**SDP** 8	**SDP** 16	**SDP** 16	**SDP** 24
INTERNAL **SDP**	**INTERNAL** **SDP**	**INTERNAL** **SDP**	**INTERNAL** **SDP**	**INTERNAL** **SDP**	**INTERNAL** **SDP**
1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo	1] ACC Servo
2] A/V recorder, Micro optics wideband aperture 15	2] Fire Extinguisher	2] Winch & Grapple 40	2] 2x BES 20 epoxy spray packs	2] 2x BES 20 epoxy spray packs	2] 2x Extra Power Cells 15
3] STD Radio 0 (no space)	3] 2x BES 20 epoxy spray packs	3] 2x BES 20 epoxy spray packs	3] 2x BOM 20 wire obs. packs (for fastening things)	3] 2x BPL 20 plas. obs. packs (for fastening things)	3]
EXTERNAL **SP/SDP**	4]	4]	4]	4]	4]
1] Amored 10/10	**EXTERNAL** **SP/SDP**	**EXTERNAL** **SP/SDP**	**EXTERNAL** **SP/SDP**	**EXTERNAL** **SP/SDP**	5]
Searchlight	1] Hvy Tool Suite 15/40	1] Hvy Tool Suite 15/40	1] Climber Claws 15/30	1] Climber Claws 15/30	**EXTERNAL** **SP/SDP**
Sensory Extension 15/15	2] Hvy Tool Suite	2] Hvy Tool Suite	2]	2]	1]
2]	3]	3]	3]	3]	2]
					3]
					4]

Notes:
Cable Control
Basic Reflex
(-3 Ref)

EQUIPMENT CARRIED

	Item	SP/SDP/WT		Item	SP/SDP/WT
1]	STR15 Manipulating Limb / R	0/10/17kg	8]		
2]	STR15 Manipulating Limb / L	0/10/17kg	9]		
3]	Support Leg / Center	25/20/29kg	10]		
4]			11]		
5]			12]		
6]			13]		
7]			14]		

MAINTENANCE RULES

It is one of the great truths of reality that if Man can make a machine, chance and entropy can break it sooner or later. Indeed, one of the stranger truths of reality is that man-made things don't break more often than they do—In fact, modern machines and appliances break so rarely that humanity gets the idea that the machines and appliances are unbreakable and don't have to taken care of.

This idea is, of course, totally wrong, but think about it a moment. How many people go out of their way to provide routine maintenance for every maintainable item in their care? Most of us don't bother, unless the item(s) in question remind us about such maintenance, usually by malfunctioning in some fashion.

And everything does eventually malfunction. The following set of rules is an optional tool for referees who are interested in introducing some "chrome" into their games (in this case, the pun is unintentional). Referees don't have to use these rules if they don't want to. Massive overuse of these rules can bog down a game, turning it into an interminable series of saving throws. On the other hand, these rules can be a handy tool for the ref who wants to find out if the cyberdeck slung at the Netrunner's side survived that nasty fall, or to see if that old, beat-up auto will even start up so the player-characters can use it as a getaway car.

Chance of Malfunction

Most commercially available items are products of a throw-away culture, a frag-and-recycle philosophy. Because of this, most commercial products of 2020 aren't built for long life-spans, and are difficult (and costly) to repair (more on this later).

For purposes of determining if an item malfunctions, there are four types of item quality: Unreliable (UR), Standard (ST), Very Reliable (VR), and Excellent (EX). The differences are explained below.

RELIABILITY	ITEM COST	MALFUNCTION
UR	50%	30%
ST	100%	20%
VR	150%	10%
EX	300%	5%

Item Cost is the multiplier applied to the cost of the item. For instance, a poorly-built or maintained motorcycle would cost 750 euro instead of 1500eb, and a real endurance machine (EX quality) would be 4500 euro. *Malfunction* is the annual chance that the item will malfunction; proper maintenance cuts this in half. It is also the chance that an item will malfunction if handled in such a fashion that it could be damaged.

Malfunctions

The referee determines when to test for malfunctions, based on the circumstances. For instance, a combat helmet with integral smartgoggles is dropped out of a moving vehicle; this is a good time to check for smartgoggle malfunction. Or when an electric tool has been left out in the acid rain. And especially when vehicles and firearms are given hard use and not cleaned or maintained. Please note that a well-maintained item only has half its given percentage chance of malfunction when a malfunction check is called for.

When an item malfunctions, the referee has to decide which type of item it is, simple or complex. For the purposes of malfunction, a simple item is one so interconnected that a malfunction either makes little difference, or degrades operation so much that it becomes useless. Hand computers, simple tools, and firearms are excellent samples of simple items. Complex items are made up of sub-machine assemblies, where one sub-assembly might cease working but its loss would only degrade performance, not stop it entirely. Automobiles are typical complex items; an auto can lose a tire, but its wheel hub would remain and the auto would continue working, albeit poorly. Or the engine could have a cylinder fail, and would continue driving the car, but more slowly (and probably damaging the engine at the same time).

When a malfunction occurs, roll 1D10 on the table below:

D10	EFFECTS
1-4	Simple items cease function 30% of the time. Complex items have their performance degraded by 30% (a car could lose 30% of its, or 30% of its range, or 30% of its maneuverability, or all at once, etc.
5-8	Simple items cease function 60% of the time; complex items have their performance degraded by 60%.
9-10	Simple and complex items cease function.

Repair and Maintenance

Most items in 2020 aren't really made to be repaired—the throw-away philosophy of modern merchandising doesn't encourage it. While in fact almost any item of technology can be repaired, the price of such repair is so high that it's often just easier to purchase a new item of the same type.

One of the first problems of getting maintenance and repair is to find someone to do the job. There are a lot of underground techies around to fill that niche—while they deplore the commercial throw-away philosophy, the lack of manufacturer-authorized repair operatives gives them a livelihood. Finding a techie who'll do the job is a bit of a problem sometimes, because even if you find one, he or she is probably backlogged with repair jobs.

Fortunately, once you have someone to do the work (or have the proper knowledge, skills, and equipment to do it yourself), finding parts is fairly easy. In a world of mass production, there are very few unique items composed of "proprietary" parts. It's too expensive to have specific parts manufactured sepecially for one machine of one line; your competition will undersell you if you do. So goodbye cars with "factory only" parts, and computers with incompatible assemblies.

Parts cost for routine annual maintenance is equal to 1D10% of the base item cost for simple and complex items. Parts cost for repair of minor malfunctions (30% malfunction/performance degradation) is equal to 5%-30% (1D6 x %5) of item cost for simple items and equal to 3-30% (1D10 x 3%) of item cost for complex items. Parts cost for repair of major malfunction (60% malfunction/performance degradation) is equal to 10-60% (1D6 x 10%) of item cost for simple items and 5-50 (1D10 x 5%) of item cost for complex items. For catastrophic malfunction (item ceases function completely), repairing simple items costs 30-180% (3D6 x 10%) of item cost, and 10-100% (1D10 x 10%) of item cost for complex items.

Please note that parts cost doesn't include cost of labor! This is negotiable, but usually runs about 100% to 150% of parts cost, depending on the difficulty of the job and the rapaciousness of the tech.

And how long do repairs and maintenance take? If you leave the task up to someone else, then the time is best expressed as "whenever he gets around to it" In 2020, techs are busier than doctors, so that might take awhile. If you're doing the job yourself, it's a referee's call. Maintenance usually takes anywhere from 5 minutes to several hours, depending on the complexity of the item being maintained and the quality of tools available—a techscanner can make things a lot easier, and a lot faster. Repairs can take even longer, unless you know what's wrong before starting the repair, in which case, the repair job takes much less time than maintenance.

Cybernetics Maintenance

This is a look at common cyber-device problems, which can be dealt with via the proceedures above.

So now you've got that nice, shiny new cyber-(fill in the blank). It takes a little getting used to, but your lifestyle is suitably enhanced by your new machine. Soon it becomes a part of your life.

As the months pass, you begin to notice little foibles about your cyber-enhancement. Some days it just doesn't work as well, and soon it's giving you grief—your limbs are slow and sluggish, your boosters are just a little out of whack, your eyes are bleary and refuse to focus, your cyberhearing is spotty. Even your neural computer's having problems interpreting commands. What's wrong?

In this universe, nothing remains constant. Everything changes, including the human body. Throughout a person's life, his or her body will undergo subtle but major chemical changes around ten or more times! Changes gross enough to edge away from the performance parameters of carefully-tuned, low-tolerance cybernetic implants.

In order to counteract this problem, cybernetics need periodic tuning and adjusting. A checkup every six months is recommended, in order to catch any mechanical problems before they become serious. The checkup is quite simple, involving a short examination linked to a static and (much more powerful) version of a techscanner. This device monitors and tests every cybernetic implant against its imprinted operating parameters and compares it with current physiological conditions. These monitors produce very reliable diagnoses (treat the machine as having a *Cybertech* skill total of 20 if a dice roll is required). If problems are detected, the cyberdoc has a good idea of what has to be done to fix them. (Cyberslang for such a check-up is "On the rack," since the process is very similar to that of taking one's car into the garage for a tune-up.) This check-up costs 100eb. For those interested in the cyber-scanner itself, they usually cost 50-65 thousand euro.

Those 'punks interested in doing things on the cheap can have a cybertech run them a check-up. This takes a techscanner, 30 minutes, and a *Cybertech* roll of 20+ (the techscanner does *not* add any bonus). The GM should roll in secret, because if the tech blows the roll, any problems with the patient remain hidden until strong symptoms begin to appear.

Furthermore, most major-power cybernetic implants require new batteries every year. Implants with such high power-uses are: cyberarms, cyberlegs, cyberhands (those not attached to a cyberarm), cybersnakes, and linear frames. Other implants work off a single battery; one battery works them all, no matter how many you have. New batteries cost 100eb apiece; 200eb apiece if you don't have old ones to turn in for recharging. Each cyberarm/leg/snake requires a separate battery, a linear frame needs four, and one will run one or two cyberhands.

CyberProblems

If a character goes in for a check-up, roll 1D10 on the table below. Add +1 to the roll for each three months beyond six months since the character last had such a check-up. Sadistic GMs can roll on this table every three months or so in order to see if his 'borg-heads are having troubles anyway.

ROLL	RESULT
1-7	No problems. Implants are functioning normally.
8-9	Minor glitch with a random implant. This will cost 1D10 times 50eb and take 1-3 hours to locate and fix.
10-11	Major glitch with a random implant. This will cost 1D10 times 100eb and take 2-6 hours to locate and fix.
12	Major problem with a random implant. The implant has to be removed; if you want it back, you have to buy another.

Specific effects of eb and problems are up to the GM, as they have to be tailored to the situation. Here are some of the more common problems and glitches that affect the most common cyberware:

Fashionware: Biomonitors and skinwatches give the wrong times or readings, then begin to fade until dead. Techhair, shift-tacts, light tatoos and chemskins give off wrong colors, fade, and go dead.

Neuralware: This can be dangerous. Basic processor malfunctions include misinterpreting commands, giving bad results, causing random noise (static in the brain!) and bad neural feedback. The untreated result is brain damage or insanity. Boosterware kicks in at the wrong time, or makes you twitch; bad malfunctions cause cramps or massive muscle seizures. *This can kill.* Tactile boosters and pain editors usually cause minor pain, escalating to crippling levels. Olfactory boosts just lose their potency until you can't smell or taste at all. Linkware (WLNK, DLNK, VLNK, etc.) gives false data, turning your commands bad (your gun fires at the wrong time, the vehicle turns the wrong way, etc.). Chipslots garble the data, reducing the skill of the chip and putting holes in the information.

Implants: Some of these don't malfunction and are maintenance-free (nasal filters, subdermal armor, contraceptive implant, subdermal pocket, independent air supply). The recorders malfunction by developing holes in their recordings. The sensors (motion detector, radar, sonar, chemsniffer) give false readings. The vocals (voice synthesizer, audiovox) give poor sound, full of squeals and off-speeds. The adrenal booster and Mr. Studd/Midnight Lady tend to trigger at the wrong time (a catastrophic mishap with the booster can cause adrenal overload and runaway heartbeat, with dire consequences).

Bioware: Believe it or not, nanites have to be routinely reprogrammed to interact with your changing biology. Grafted muscle, muscle and bone lace, and skinweave don't need updating, but all the other bioware does. Fortunately, if nanites malfunction, their built-in programming makes them stop functioning altogether. Most of the time...

Cyberweapons: Ouch. The common malfunctions of these items are premature or unbidden activation, or just plain not working at all.

Cyberoptics: These get cloudy or patchy vision, or options start going off-line.

Cyberaudio: Static enters the audio signal, causing misinterpretation of the signal. Some cyberaudios produce constant noise, a cyber-tinnitus (maddening). Others just shut off options.

Cyberlimbs: Commands misfire, causing the limb to work at the wrong time. Control paths send bad feedback, causing pain. Functions and options are lost as they shut down. Built-in cyberweapons fire accidentally...

Linear Frames: These suffer the same type of malfunctions common to cyberlimbs.

Body Plating: Only the optics and rabbit ears go wrong, and they're equivalent to the appropriate sensor malfunctions.

PRICE LIST

Equipment

- Automapper 200eb
- Archaesthetic 1000eb
- Arc Furnace 1000eb
- Blood Substitute ..... 150eb/pt.
- Bodyfree Mask 600eb
- 'Pinamonte' Boots 500eb
- Climbing Spikes 75eb
- Cybercast 3000eb
- Cell Phone Options ..... prices vary
- Combat Drugs/Prime 500eb/dose
- Combat Drugs/Timewarp 300eb/dose
- Combat Drugs/Berserker 400eb/dose
- 'Alessio' Coveralls 200eb
- "Buchsterhude" Custom Tool Kits 1000eb/1500eb
- "Mite" Diagnostic Remote 400eb
- Detection Wand 175eb
- Domtic System 50-250eb/m2
- Enviroscanner 400eb
- Environment Suit 725eb
- Fiber-Optic Cable 1eb/m
- Fax Machine 300eb
- Grapple Line 60eb
- 'Ciampolo' Gloves 400eb
- 'Guerico' Helmet 600eb
- Interface Monitor 800eb
- Junctions 100eb
- Lie Detector 5000eb
- Limb Preservation & Transport Unit 500eb
- "Spider" MicroWaldo Bracer 700eb
- MagViewer 375eb
- Modulation Chip 20eb
- Micromanipulator Rig 3000eb
- Mini-Copier 230eb
- "Small Wonders" Nanoagents 50eb
- Optical Remote 100eb
- Portable Interin Unit 1200eb
- RotoWrighter 20eb
- Repeaters 1000eb
- RapidDetox 1500eb
- Smart Glove 110eb
- Surveillance Kit 3500eb
- Soldrinker ..... price varies
- Smartgoggle Mirrorshades 450eb
- "Farinata" Tech Tool Kit 350eb
- "Francesca" Techscanner 1200eb
- "Pembroke" Techscanner 1500eb
- Trauma Drugs/Sedative 40eb/dose
- Trauma Drugs/Stim 50eb/dose
- Trauma Drugs/Surge 75eb/dose
- Trauma Drugs/Trauma I 60eb/dose
- Three-D Holophone 900eb
- "Hurricane" Ultrasynth 2345eb
- Visual Adapter 100eb
- Virtual Ventures ..... special
- "Tripod" Waldo Set 800eb

Cyberware

- Autoinjector 750eb
- Bonespike 1000eb
- Bug Eye 750eb
- Cyberfingers ..... prices vary
- ChainRipp 1250eb
- Cyberoptic Compass 300eb
- Cell-Phone Implant 500eb
- CyberPillow 80eb
- Cyberfacial Remolnts ..... prices vary
- Cyberoptic Interferometry System 400eb
- Cam-O-Skin 850eb

DATA & SKILL CHIPS

- Auditory Recognition Chips 150eb/level
- Crypto Chip 600eb/set
- Martial Arts Chips 270eb/level
- Nav/Orientation Chip 250eb
- Stutter Chipping 310eb
- Sleep Induction Chip 400eb

- Endo-Frame 24,000eb/50,000eb
- Fleshweave ..... 20% cyberlimb cost + 200eb
- Leg Boosters 500eb
- Laser-Comm Optic 425eb
- LiveWires 400eb
- Nano-Groomers 400eb
- Optical Interface 600eb
- Pacemaker Coprocessor 150eb
- Romanova Cyberlegs 5000eb/pair

RETRO CYBERWARE

- Model 100 Interface Plugs ..... 100eb used/1000eb new
- Enable Cyberlimbs ..... price varies
- GP Exoskeleton ..... 12,000eb used/15,000eb new
- Spectrum Cyberaudio ..... 650eb used/1500eb new
- Transparent Skin 1000eb/m2
- Mood Skin ..... 200eb/m2 or 700eb whole body
- Revelation Cyberoptic ..... 700eb used/2000eb new
- Lead's Turn-On Nails 25eb/nail
- Lead's Turn-On Nails 45eb/nail

- Spitting Cobra 400eb
- SuperSized Arms 4000-5000eb
- Supercompact Braindance Recorder 15,000eb
- Smartplate Link 300eb
- Spyke! Furniture ..... prices vary
- Third Eye ..... price varies
- Verbal-Eyes 750eb
- Web Hand 250eb

Vehicles

- ATF-37B Thunderhawk ..... 12.5M eb
- Armadillo Road-Home 85,000eb
- Benson Violater 100,000eb
- Brennan Hermes 250eb
- Brennan Cycles Ares 21,000eb
- BMW Burowagen HSR 90,000eb
- Bell UH-10 ..... 1.85M eb
- Cadence Wanderer 50,000
- GMI HovTransport 360,000eb
- Hyundai Minicopter 55,000
- New American Motors Nautilus 32,000
- Kundalini Torpedo 10,000eb
- Kundalini Dart 36,000eb
- M-62 Volcano 950,000eb
- Mitsubishi Portabike 250eb
- N.A.A. Roadcar 5500eb
- N.A.A. Vulture Tow Truck 215,000eb
- Scion Tech Dunemaster 40,000eb
- Spinelli Autotech Nomad 55,000eb
- Sport Eurasia Microbike 100eb
- Tetracorp Fei Lien 100 290,000
- Takaya Daimyo 44,000
- Vehicle Options ..... varies

Computers/Cyberdecks/Software/Peripherals

COMPS & DECKS

- Aztec 600 Assault Programmer 7400eb
- Dantech Caccialguida 7000eb
- EBM PNI 210 ..... 1000eb
- EBM PNI 412 ..... 4200eb
- EBM PNI 724x 10,000eb
- Jeweldecks ..... varies
- Lang Compro-II Masterdeck 5000eb
- Lang Green Knight 10,000eb
- Microtech PCZ Super 1500eb
- Omnibus Cyberspace Explorer One 25,000eb/1300eb
- PCT Danzig 500eb
- Raven Microcyb Kestrel 9000eb
- Raven Microcyb Eagle 11,000eb
- Raven Microcyb Rook 4000eb
- Raven Microcyb Owl 26,000eb
- Wyzard Electronics Handbox 6700eb
- Zetatech PS-4040 ..... 1000eb
- Zetatech PDA+ 680eb
- Zetatech Vrocana 10,000eb
- Zetatech Parraline 5700 ..... 2100eb
- Zetatech Parraline 5800 ..... 6500eb

COMPUTER IMPROVEMENTS

- Chipreader 150eb
- Databases 500eb/level
- Dataports 100eb
- Holovid Driver 500eb
- Memory Upgrades 1000eb
- External Memory Modules 750eb
- Power Strip 50eb
- Processor Upgrades 200eb
- Smartstrip 250eb

CYBERMODEM IMPROVEMENTS

- Batteries 5eb/hour
- Dead Man's Handle 1000eb
- Datawalls & Code Gates ..... 1000eb/1500eb per level
- Diagnet 5000eb
- Memory Unit Selector Expansion 300eb
- Radio Relay 1500eb

SOFTWARE

- Ball and Chain 5000eb
- Black Sky 4480eb
- Cartographer 200eb
- Cascade 900eb
- Clairvoyance (SeeYa 3.0) 720eb
- Cry Baby 430eb
- Dogcatcher 1176eb
- Dummy 450eb
- Dupré 900eb
- Dazzler 14,800eb
- Evil Twin 2700eb
- Exorcist 600eb
- Flip Switch 2.0 ..... 150eb
- Flare Gun 300eb
- George 300eb
- HellBurner 1000eb
- Knevil 220eb
- Looking Glass ..... 250eb + 20eb/level
- Multinetter 2000eb
- OutJack 150eb
- Omnivore 18,500eb
- π in the Face 800eb
- Pile Driver 800eb
- Possessor 1000eb
- Rockerbit 200eb
- Raven 1000eb
- Sledgehammer 600eb
- Shadow 540eb
- Stationery 10,000eb
- Threat 7000eb
- Terminator 260eb
- Thug 10,440eb
- Typhoid Mary 2400eb
- Wolfpack 15,200eb

Cyberpets

- Sm. Dog 100eb
- Med. Dog 200eb
- Lrg. Dog 500eb
- Housecat 100eb
- Lrg. Cat 500eb
- Leopard 2700eb
- Cheetah 2800eb
- Shark 1500eb
- Bear 2000eb
- Lrg. Bear 0300eb
- Chimp 1000eb
- Gorilla 2000eb
- Baboon 1500eb
- Dolphin 3000eb
- Seal 2000eb
- Otter 500eb
- Sm. Raptor 500eb
- Lrg. Raptor 1500eb
- Bat 500eb
- Squirrel 150eb
- Mouse/Rodent 50eb
- Rabbit 100eb
- Tiger/Lion 3000eb

Robots/Cyberforms/Borgs/Powered Armor

ROBOTS/CYBERFORMS

- Brandt-Neumann Washbot 425eb
- Carolli M-bot 1150eb
- Carolli V-bot 650eb
- Ardrek A-2 Tarantula 4000eb
- Ardrek B-2 Centipede 10,000eb
- Ardrek A-3 Beetle 10,000eb

FULL-BODY CYBORG REPLACEMENTS

- Adrek Robotics Burroughs 42,000eb
- Moore Tech Shedl 50,000eb
- MD Tech, Inc. Kildare 46,000eb
- Militech Cybernetics Spyder 118,110eb
- Raven Microcyb Wiseman 91,381eb

FULL-BORG OPTIONS

- CyberSteroids ..... 300eb/+1 BOD/STR
- Eelskin 1400eb

POWERED ARMOR

- Arasaka Guardian 79,390eb
- Militech/TTI Lifeline 62,000eb

WORKING ASSISTANT DROIDS

- Durio/Janvier Scarabee 95,150eb
- Durio/Janvier Frelon 67,280eb
- Fiat Nova 78,390eb
- IEC Newport Mk. II 56,440eb

Scan this, gatos—you wanna play in the Big League, you gotta front the euro.

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OK, so ya got the cash—now let's see if ya can find the stuff. C'mon, deckhead, chip in or check out!

The other night in the bar, you were boasting that you were the toughest punk around. You'd been to just about every Sprawl in the world, and none of them had made you even break a sweat. Night City was your backyard. London was a piece of cake. Mexico City was a walk in the park.

Then someone asked you if you'd ever been to Bangkok. Suddenly you got *real* quiet and went back to drinking...

Coming in October from:

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P.O Box 7356, Berkeley, CA., 94707

It's Back...The One and Only 21st Century Style Guide...

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RTG's biggest *Chromebook* ever; a catalog of must-have technology. Whether you're streetpunk or cyber-elite, you'll find your gear here!

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- **Vehicles**
- **Cybermodems**
- **Personal Comps**
- **A new Software catalog**
- **More Full Borgs**
- **Robotics**

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A Cyberpunk® Sourcebook

R. Talsorian Games, Inc.

R. TALSORIAN GAMES, INC.

CHROME BOOK

THE CYBERPUNK® STYLE GUIDE VOL. 4

CYBERPUNK®

CHROME BOOK

The Cyberpunk Style Guide Vol. 4

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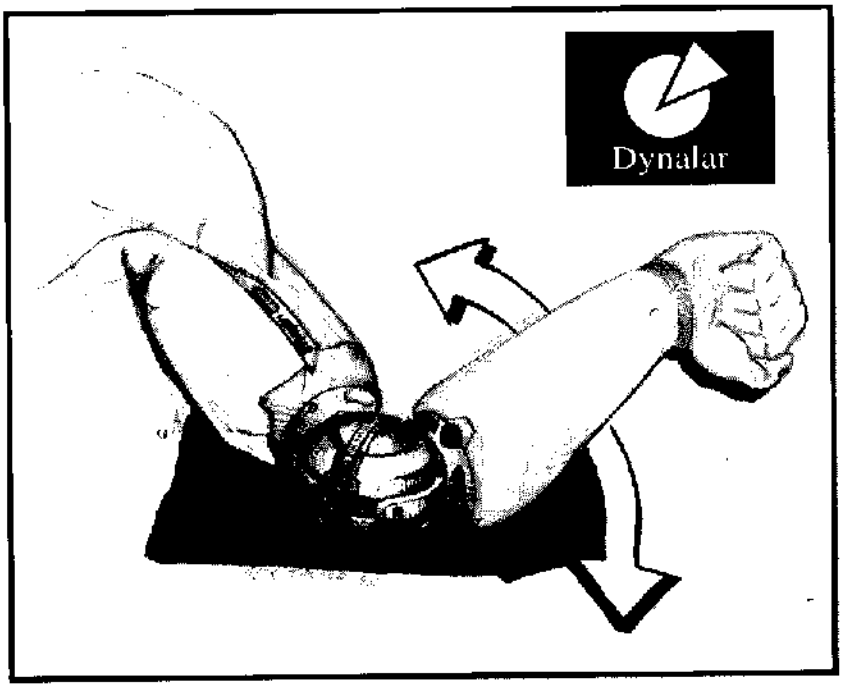
CYBERWARE & CHIPWARE

"SOME OF THE NEW CYBERWARE ON THE MARKET IS SIMPLY FRIGHTENING! THEY'RE PUSHING NANOTECH AND CYBERTECH TO THE LIMITS AND JUST THROWING THIS STUFF OUT ON THE STREET FOR ANY SNAPPERHEAD TO USE AS HE PLEASES! I THINK IT'S ABOUT TIME WE GOT SOME HARD-CORE GOVERNMENT REGS TO DICTATE THE CONTROL AND SALE OF CYBERTECHNOLOGY."

—Eduadro Rodriguez, mayor of San Francisco, shortly before his assassination by unknown boostergangers

EXTRA TWIST™ JOINT ADDITION

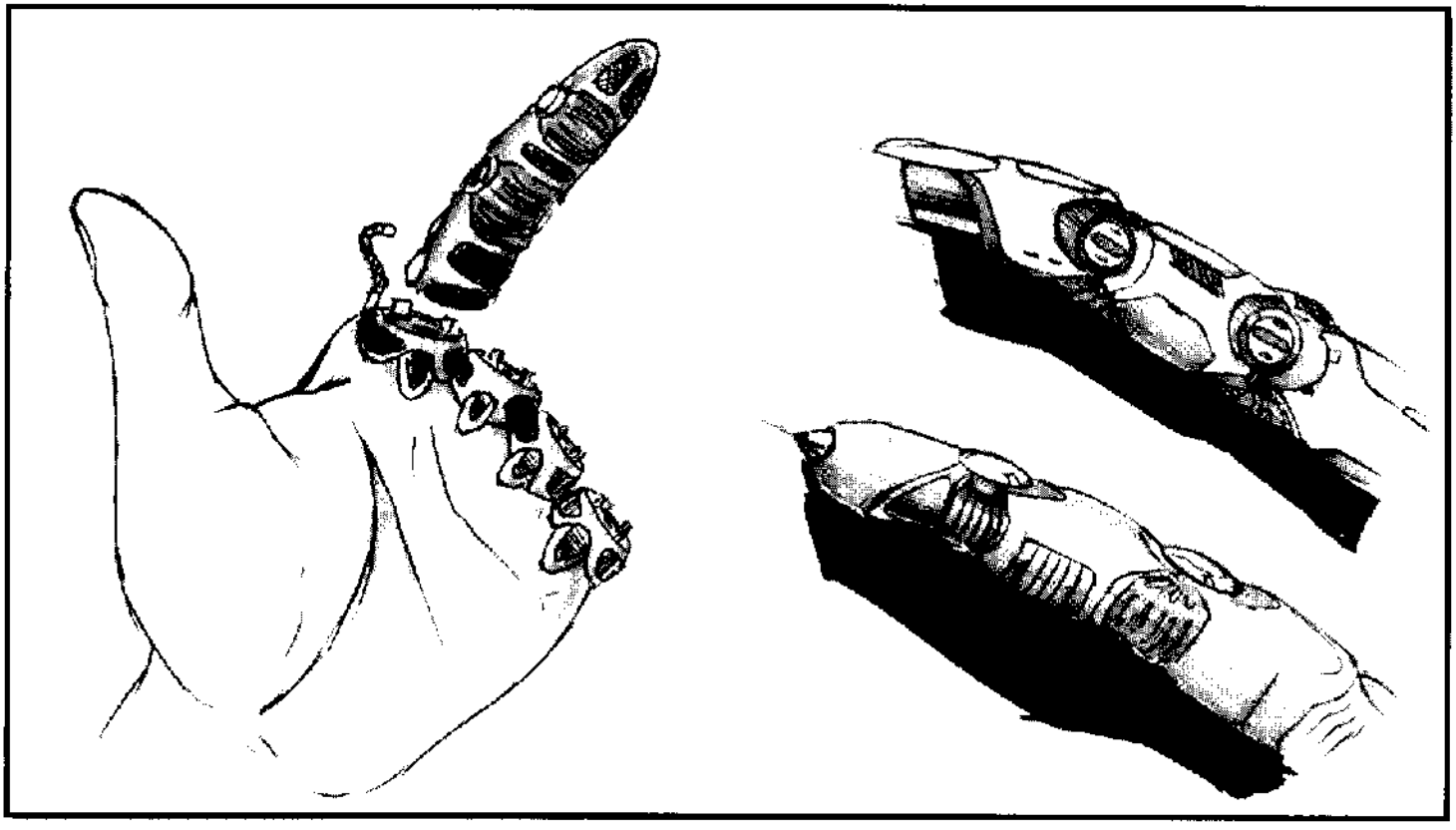
+30% of cyberlimb cost and +10%/extra joint above normal



Your mom used to say "Your arm won't bend that way!" Well—now it will! Thanks to the people at Dynalar, you've got that extra move that'll put you ahead of the pack. These extra joints can be added to supplement traditional anthropomorphic configurations found in cyberware today. With this mod in your 'ware, they'll never know what hit them, when you make that move totally out of the norm. Several martial arts schools are currently experimenting with these new body joints to develop new katas, throws and holds.

Game notes:

The user must roll his REF or less (on 1D10) the first week he has the new limb(s). If he fails, there is a -5 penalty to his REF or MA (referee's choice) for a week. If he ever has a critical failure while rolling for a REF/MA-related task, he loses the use of the limb for 1D10 combat rounds. The user gets a +2 to REF/MA-related rolls covering various athletic tasks: catching, grabbing, escaping, climbing, etc. There is also a +2 bonus to Martial Arts' Grapple and Escape rolls.



Dynalar

Dynalar Technologies "DIGITS" Cyberfingers

Dynalar continually brings you the best in consumer cyberlimb technology. Remember, "Digits" are compatible with standard cyberhands, and can be installed in the comfort and privacy of your home.

A] Flesh Mount — 100eb

Allows cyberfingers to be installed on meat hands. Great for Yakuza members after atonement! May be combined with the Quick-Change Mount from *ChromeBook 2*. Surgery: M, HC=1

B] One-Shot Special — 250eb

The final holdout! This cyberfinger holds a single 5mm round in the tip. (P -2 P E 1D6 1 1 ST 20m) It may use different types of ammo. Caution: May be black-market cyberware in some areas! Surgery: N, HC=2

C] Ballpoint Finger — 25eb

A great toy for executives or students. The leakproof pen in the fingertip holds enough ink to write a ten-mile line! It can even write in zero-G or underwater! Refills are available in a variety of colors and cost 2eb. Surgery: N, HC=0.5

NOVEL TECH

Geometric Progressions in Technology

CORVETTE CYBERLEGS

cost varies

These cyberlegs are produced by the NovelTech corporation and are the only worthwhile competitors to the Speeding Bullet legs. They are more modular than Speeding Bullets, although the basic surgery is the same. The spine and lower ribcage are reinforced, and the hips are replaced by Smoothflow™ hydraulic ball systems, thickened myomer muscle groups, and hardened joints.

The basic system subdermally implants a small control computer, which, in combo with biofeedback conditioning, adds to the user's maneuvering. A second computer (called the High Speed Maneuvering System) can be added, further increasing the user's movement rate and maneuverability.

Game notes:

Both systems incorporate the Thickened Myomer limb option (+4 to kick damage).
Basic System: –3 MA, +1 on movement maneuver rolls. Cost: 4500eb. Surgery: CR, HC=3D6
Advanced System: +8 MA, +2 on movement maneuvers. Cost: 5000eb (500eb if upgrade). Surgery: CR (M if an upgrade), HC=3D6+4
Note: This cyberware was originally presented in another form in Interface Vol.1, #4.

Donner+Savage
Medical Cyberware

MEDICAL MODULAR HAND

975eb

From Donner & Savage, makers of the Home Skin-Grafting Kit, comes the new Medical Modular Hand. D & S and Dynalar (makers of the original modular tool hand) have produced the latest in modular finger technologies. The Med-Hand includes five instruments for use in any medical emergency: monoedge scalpel, four-dose air hypo, dermal stapler, dual-purpose clamp/forceps, and basic biomonitor probe.

Game notes:

This hand will match all standard cyberarms. It can also be mounted as an independent cyberhand (see Chrome 1)
With cyberarm: Surgery: N, HC=+1D6/2
Independent cyberhand: Surgery: MA, HC=1D6+2
Note: This cyberware was originally presented in another form in Interface Vol.1, #2.

CATSPAW™ STEALTH FOOT

+150eb to cyberleg costs

This foot module uses sound-absorbing pads on the soles and sound dampening of the internal mechanisms. Fully interactive with most basic cyberfoot units.

Game notes:

Gives a +1 bonus to Stealth skill rolls. Cannot be used with Web Foot, Seismic Detector (Solo/Fortune 1) or Anchoring Feet (Chromebook 2). Surgery: N, HC=1
Note: This cyberware was originally presented in Interface Vol.1, #3.

SYCUST
BODYWEAR & CUSTOMIZATION

Extending Leg Units

+400eb to cyberleg costs

These leg extenders operate from a telescoping knee-foot mount to add up to three extra feet in height! Capable of supporting 500 lbs; they are used primarily for disguise work. A person's height can change at a thought!

Game notes:

Height can be reduced 1 ft., or expanded up to 2 ft. for walking (+1 MA), or 3 ft. while stationary. They use two option spaces per leg (must be used in pairs), and cannot be used with Speeding Bullet legs (Solo of Fortune 1), Corvette Legs, or Leg Boosters (Chromebook 3). Surgery: N, HC=+4 to cyberleg HC
Note: This cyberware was originally presented in Interface Vol.1, #3.

SYCUST
BODYWEAR & CUSTOMIZATION

Sycust Joint Options

price varies

Double-Jointed: 1000eb

Locking Joints: 100eb

360-Degree Rotating Joint: 120eb

Great for wrestlers, judo masters, escape artists, and fighters of all types! Now you can lock the joints of your cyberlimb in place, preventing it from moving or being bent in a way it was never meant to bend! Or twist it into inhumanly possible angles! It's all available to you from the first name in cyberware customization--SYCUST.

Game notes:

Double-jointing gives the cyberlimb extra pivot at the major joints, and may even allow it to bend fully backwards from its normal direction. A user of D-J arms will gain a +1 to all Grapple, Hold, and Choke H-t-H attacks. He will also gain a +1 to Escaping from said attacks for every set of limbs with the D-J option (arms, legs). Occupies half an option space. Surgery: N, HC=1D6/2 per set of limbs.
Locking joints cannot be combined with any sort of double-jointing option. To move a locked joint is a Very Difficult (25+) Strength Feat skill check. Takes half an option space and affects the major joints (not the digits). REF is reduced by 1 with that limb for every joint locked so if you lock your shoulder and wrist, you are at -2 REF to all actions with that arm. It affects all major joints in the limb (arm: wrist, elbow, and shoulder; leg: ankle, knee, and hip). Surgery: N, HC=0.5.
With the rotation option, the wrist or elbow of your cyberlimb can turn all the way around. If not using hydraulic rams, crushing ability is reduced to that of normal hand. Punches are the same. This can add +1 to rolls for escaping from bindings or making TECH-based adjustments/repairs in enclosed spaces. Takes half an option space in a cyberarm. Surgery: N, HC=2
Note: Some of these options were originally presented in another form in Interface Vol.1, #4.

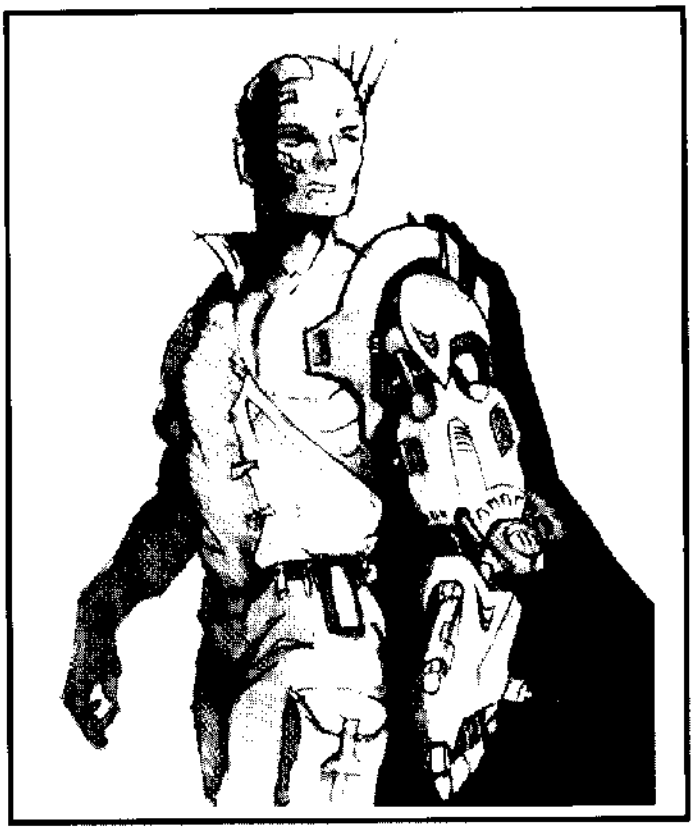
Soviet Cyberware

price varies: Cyberarm: 669eb, Cyberleg: 875eb,Cyberoptic: 100eb, Cyberaudio: 100eb

From the Soviet Union, Transov Imports brings you Mother Russia's finest cyberware! Why pay astronomical prices? Get it from behind the Iron Curtain! Get it cheap!

Game notes:

HC's are equivalent to Western cyberware (50% chance of extra 1D6 HC and -1 ATTR). Soviet cyberoptics are poor quality and hold only one option each. They have a low failure rate, but image quality is quite poor. Soviet cyberaudio is usually up to Western quality standards, but may have only two options. Soviet cyberlimbs have only two option spaces and are based on hydraulic rams—they may not be converted to myomer. They have a total SDP of 40. A kick does 3D10, a punch 3D6, and a crushing attack does 2D10. However, any time any excessive strain is put on a Soviet cyberlimb, there is a 5% failure rate.



Dynalar

NewTeeth

200eb

Teeth that'll stand up to the rigors of fighting and survival! NewTeeth are guaranteed not to come out unless you suffer a skull fracture! They're fused right into the bone! And talk about sharp! Definitely worth having in any situation! They look normal, unlike Vampires, and are great for undercover work. They are fused with the bones of the skull, making them impossible to knock out (without shattering the cranium, of course ...).

Game notes:

Sharp ceramic teeth that look human (sort of). Surgery: M, HC=1D6/2. Stats: MEL -1 N/A C 1-2 pts. of damage N/A 1 VR touch

Dynalar

PowerJaw

100eb

This new system from Dynalar increases the viciousness of your bite! It winds myomer through your jaw muscles, increasing the force of mastication! With PowerJaw and a set of NewTeeth, it becomes possible to bite through an old-style encyclopedia!

Game notes:

Adds +2 to any bite damage done. Surgery: MA, HC=+1-2 to any mouth/teeth modification humanity costs.

DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

CYPHIRE

NEWTHROAT

850eb

Dakai Soundsystems and Cyphire Cyberware have developed new innovations in the analysis and transmission of vocal sounds. Together, their scientists have created the CyberVocal™ series of modifications, of which NewThroat is the most recent.

Game notes:

NewThroat involves extensive surgery in which the entire throat region is operated on and much of it is replaced with electronic sound-synthesis devices. The throat can then be Superchromed or covered with RealSkinn. Its new electronic voicebox can hold up to three of the various voice implants/options (at quarter cost and no extra HC): Voice Synthesizer & AudioVox (CP2020), Voice Pattern & Forked Tongue (Chromebook 1), and Scramble (new). The throat area now has an SDC of 15. Surgery: CR, HC=2D6

Note: This cyberware was originally presented in another form in Interface Vol.1, #3.

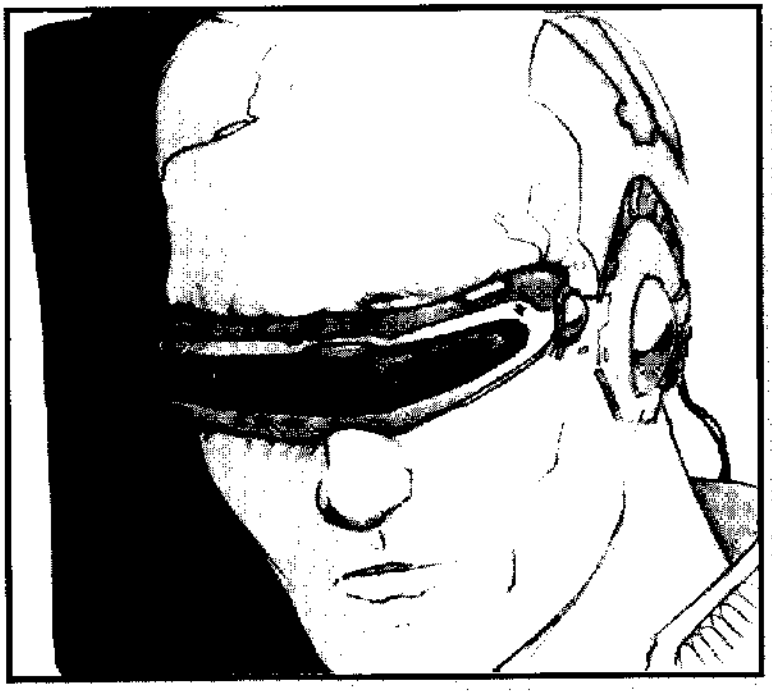
DAKAI SOUNDSYSTEMS

EARTHSHATTERING SOUND FOR AN EARTHSHATTERING AGE

SCRAMBLE

50eb

Usable with NewThroat or AudioVox, this electronically alters the individual's voice, making it completely unidentifiable, but also making it sound so electronic that it cannot pass as a voice. With modifications, the voice can be "read" by a cellphone scrambler (*Chromebook 2*). Surgery: N, HC=2



KIROSHI®

KIROSHI MONOVISION

650eb

From the makers of the OptiShield!

Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, nevermore ... with the new MonoVision we replace your entire optic ridge and both eyes with a single wide-angle cyberoptic, giving you that cool, visored look so "in" with today's boosters!

Game notes:

You pay once for the cyberoptic option, both price and humanity cost. This cyberoptic format can hold six options; with its revolutionary wrap-around styling, it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees. The wrap-around FOV gives +1 to Awareness rolls and an extra +1 to Initiative rolls in surprise or ambush situations. Surgery: MA, HC=3D6
Note: This cyberware was originally presented in another form in Interface Vol.1, #3.

BODYWEIGHT
Life Preservation Systems

VARIABLE-CHAMBERED HEART OPTION

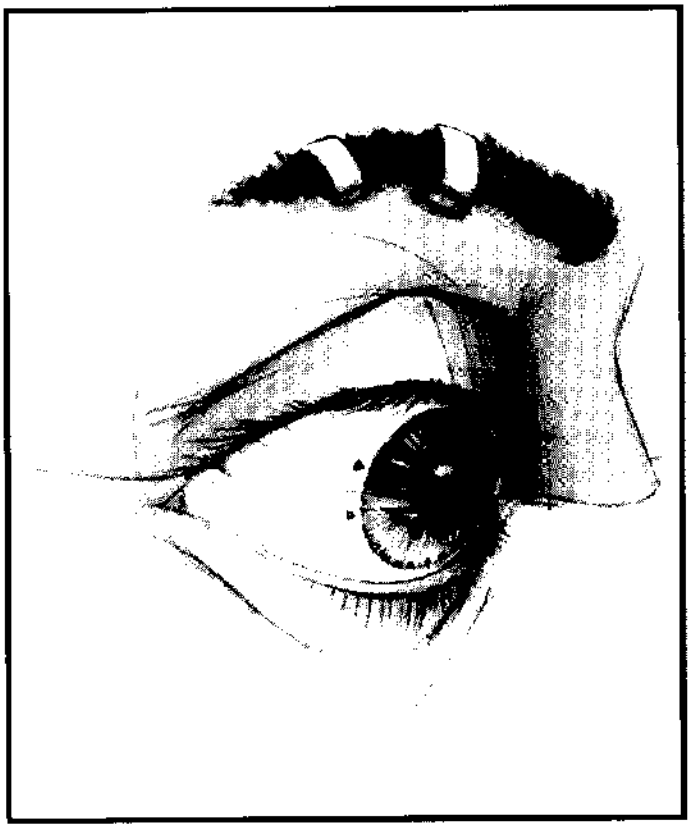
+450eb to basic cyberheart costs

Only the best from Bodyweight!

Everyone knows that the crocodile has a variable-chambered heart, right ... *Right?* Well ... okay, so you didn't know. But do you know why? On land, the heart works like a four-chambered mammalian heart, and underwater it behaves like a three-chambered amphibian heart, causing the blood to bypass the lungs, allowing the reptile to hold its breath longer! Now you can get that function on your Pacesetter cyberheart (see *Chromebook 1*). Hold your breath longer! Get better endurance! Go for it!

Game notes:

Doubles the amount of time the user can hold his breath (10-20 min.), and gives a +1 to Endurance skill! Surgery: N (no addition to original surgery), HC=+1D6/2 to cyberheart HC. Warning: Using the "Overdrive" function with the "Bypass" function will result in a stroke!



Nikkon America

Double-Slit Pupils

200eb

New From Nikkon America!

Ever wonder how a caiman sees clearly through the boundary between water and air? It's in the structure of its pupils—they're double slit to compensate for the amount of refraction encountered! Now you can have that, too. Great for the amateur or professional diver that needs to see what's going on above the surface as well.

Game notes:

Allows characters to see clearly through the air-water boundary. Takes 1 space in a cyberoptic. Surgery: N, HC=0.5

BODYWEIGHT
Life Preservation Systems

Bodyweight Vein Clips

700eb

The greatest danger to any downed 'Punk on the street is dying before medical aid (even Trauma Team) can arrive to save you. What does many people in is sudden shock brought on by massive blood loss. Bodyweight has been very successful in remedying this situation by placing clips on major veins and arteries that can reduce or stop bloodflow when required. Specialized sensors monitor pulse and blood pressure, expanding and contracting the clips as necessary.

Game Notes:

+2 on all Death Saves. Surgery: MA, HC=1D6

Stinger

400eb

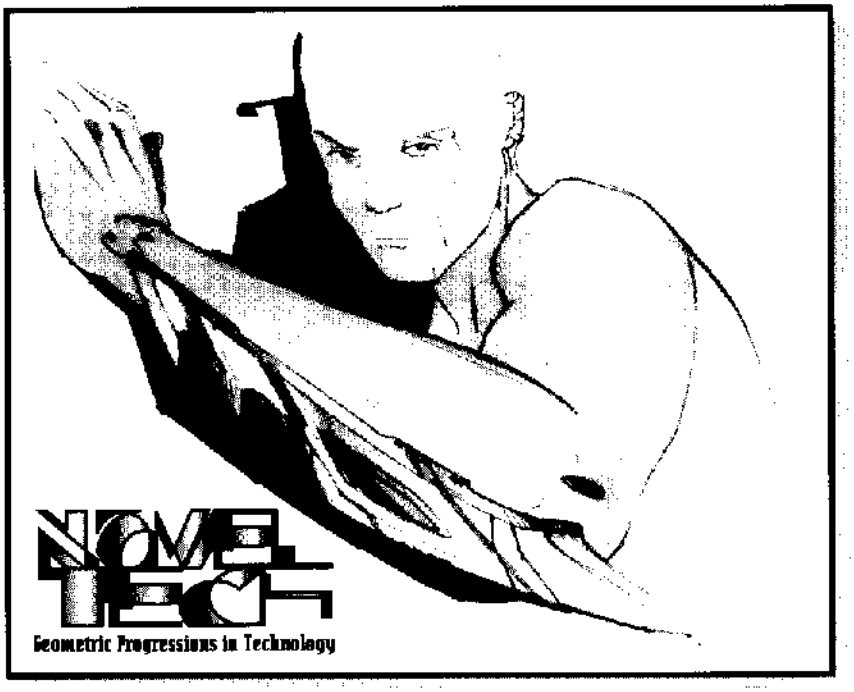
Somewhat new to the world of cyberimplants, this bit of hardware is considered black market primarily because of its current misuse (boosters loading it with poisons, etc.) and its newness. It is an inch-long hypodermic needle (carboglas for durability) which extends from the fingertip, and is connected by flexible tubing to a cartridge in the palm. The cartridge is encased in memory plastic which can be contracted, expelling the unit. Up to three doses of a liquid chemical or drug are contained in each cartridge.

Surgery: M, HC=1D6+3

Note: this cyberware was originally presented in Interface vol.1,#2

BigRipp

1200eb/body weapon, 850eb/cyberlimb weapon



NovelTech, Ltd. puts a 14 in. triangular blade of carboglas in your forearm—the ultimate expression of the scratchers-rippers-wolvers style. The blade is operated by muscle tension, extending from a slit either above or below the wrist. An alternative mounting allows the blade to extend along the length of the forearm. Warning: considered Black Market/illegal bodyware in many judicial areas.

Game notes:

The BigRipp does 2D6 damage with AP ability equal to a knife. If cyber-mounted, it gains full AP. BigRipps can be used with any martial arts style that has sword or knife as a weapon, but if used to parry, they will break on a 1-3 (D10 roll). The forearm mounting only has knife-level AP ability, but only breaks in a parry on a 1 (D10 roll). If the user does a martial arts parry, the forearm mounting allows the parrying character to do full damage to the attacker or attacker's weapon.
Meat-mount: Surgery: MA, HC=3D6+1
Cyber-mount: Surgery: M, HC=same
Note: This cyberware was originally presented in another form in Interface Vol.1, #1

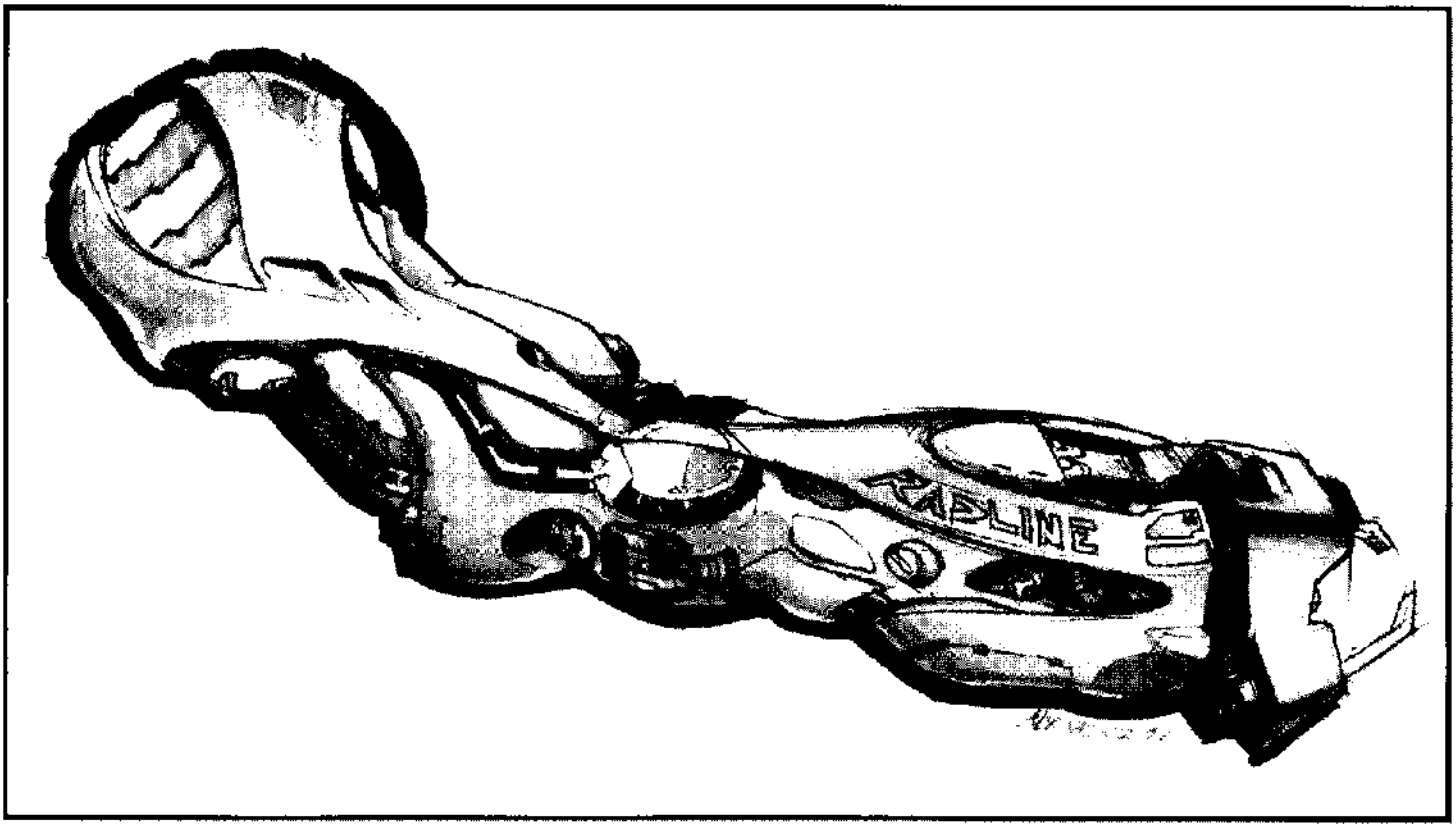
High Five, aka the Palm Bomb

355eb

This cyberarm weapon option was first seen in the Middle East, used by *Jihad* terrorists who specialized in close combat. Based on certain Neo-Soviet designs, it is rugged, durable, and reliable. The Palm Bomb has since circulated into Central and North America, where it's considered a brutal assassin's tool. The device is a chamber housed in the wrist of the cyberarm, exiting through the palm. It can be machined for either a 12 ga. shotshell or .477 handgun load (as used in the Militech Boomer Buster). With a solid H-t-H strike, the chambered round will fire point-blank into the target! A wrist port allows for easy reloading, and the entire mechanism is well hidden within the cyberlimb, making it Impossible (30+) to detect at a glance. A manual safety is standard. Illegal cyberware in all U.S. and European judicial regions; other areas may vary.

Game notes:

No second to-hit roll is needed; damage is considered a second attack for purposes of determining armor penetration. Even with an inspection, the weapon's mechanism is Difficult (20+) to detect. The .477 round is AP and does 5D6 damage; 12 ga damage is found in the main rules. Because the weapon is triggered by physical contact, there is no range. Surgery: N, HC=1D6+3
Note: This cyberware was originally presented in Interface vol.1, #2.



RADINE LABORATORIES

BLITZKRIEG™ ARC-THROWER

1050eb

Sweden's Radine Laboratories puts the power of the Gods at <u>your</u> fingertips!

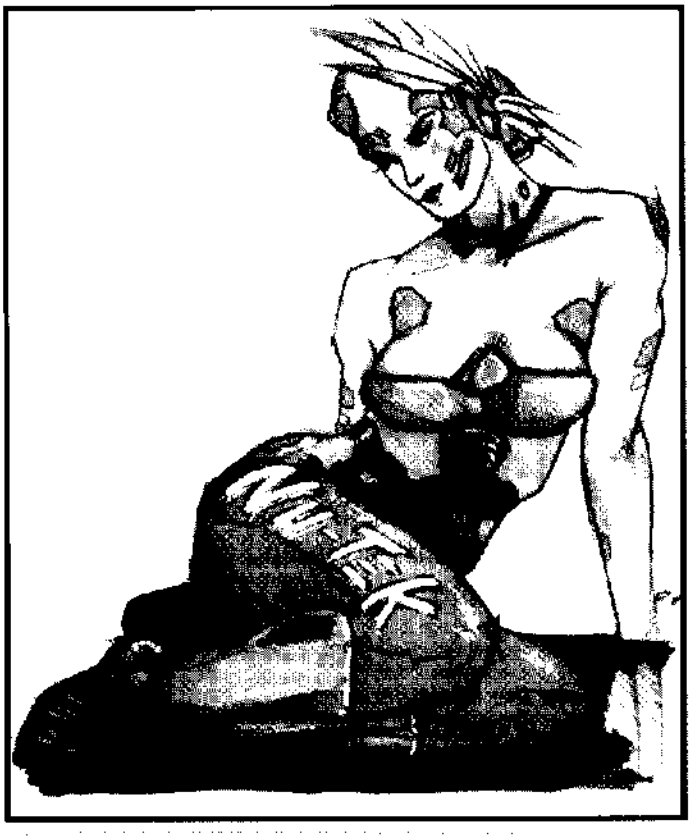
The new Blitzkrieg Arc-Thrower incorporates the use of a low-energy laser to ionize an air path along which the high-volt, medium-amp artificial lightning bolt is directed. Because of power storage and shielding concerns, no other item can be used in the same arm as the Blitzkrieg. Because most armors are not grounded vs. electrical impulse (+50% to armor's cost, negates weapon), only MetalGear can defeat it! (Weapon does 50% damage.)

Game notes:

Uses all option spaces in a cyberarm. Weapon stats: EX 0 na R 3D6 4 1 ST 10m. Damage is 1/2 real, 1/2 stun. Any cyberware hit will be down for 1D6/2 min.; a critical success means the item is shorted out and must be repaired. Even meat hits affect adjacent cyberware like a Microwaver with a +1 penalty on the effects roll. Surgery: M, HC=2D6
Note: This cyberware was originally presented in another form in <u>Interface</u> Vol.1, #1

Dermatech Inc.

DERMATECH LOGO-LINE™ TATTOOS



price varies

Dermatech, Inc. knows what YOU want! You've seen them on the vids, in the movies, even on the braindances. Tori Dansteele, supermodel, has one. Kade Lorenzo, international singing sensation, has one. Even Lee Chapman of Net54 has one. Now you can have one, too! Your very own licensed logo light tattoo! Yes, Dermatech has obtained licensing rights to reproduce the logos of ConAg, Datatel Inc., New American Motors, EBM, Everest VentureWare, Raven Microcybernetics, and Tritech as light tattoos for the general public! Imagine the reaction in your social circle when you take your jacket off and flash a true-blue Tsunami Arms trademark "wave-in-motion" on your arm. Uniqueness! Status! Mega-cool public appeal! Make it bold ... make it sharp ... make it Dermatech!

Game notes:

Prices vary from 10-200eb depending on size and placement. Dermatech tattoos are available at all BodyShoppe and Art to Bare outlets across the country, as well as many other fine tattoo parlors. Surgery: N, HC=0.5

Tech TRON nics

ECHOLOCATION SYSTEM COPROCESSOR

800EB

Low-lite still requires light, and a thermograph is only good for heat. Now, use sound emissions to see! Requires two cyberoptics w/Video Imager (*Chromebook 1*), an AudioVox implant, and cyberaudio with Enhanced Hearing Range. You will be able to see in pitch-blackness, regardless of the EM spectrum! For an additional 30eb, a Telectronics sonar scanner (*Chromebook 1*) can be tuned for use with this system (replacing the AudioVox).

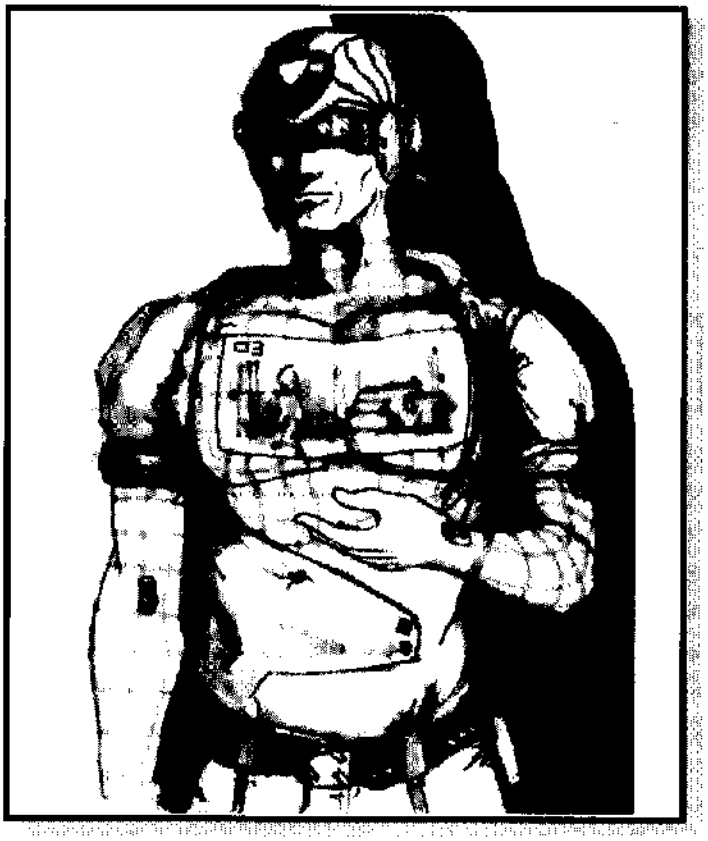
Game notes:

This item allows the aforementioned systems to interface and create a 3-D graphic image from the reflected sonic data. The system works at near-real-time, but not perfectly, thus the character is at -1 Awareness for visual data while using this system (-2 if dealing with colors or textures). A "white noise" generator will jam the emissions, "fogging" the image. The item is a neuralware coprocessor and requires the basic neural processor in order to function. Surgery: N, HC=1D6/2

Nu•Tek Technologies, Inc.

NU-TEK TVSKIN

600eb



Nu-Tek's new synthskin uses the latest in optical fiber technology to make your body a vidscreen. You can use the TVSkin's patented GridWork™ system and tuning chip to make the screen any size and anywhere.

Game notes:

You must have the basic neural processor with a variant of DataTerm Link in order to pick up the TV signal. On activation, the operator will see a green square grid crisscrossing his body. He selects first the top left corner, then the lower right corner, and the skin in that area will become equivalent to a vidscreen. Uses a small battery pack (20eb, 4-hour life), which many users place into a subdermal pocket. Surgery: M, HC=1D6+4

MILITECH CYBER-DETECTION COMPUTER (MCDC)

M

3000eb

This new neuralware mod was originally designed for use by American Special Forces units, and is a step and a half over AAS' old Doc Richter™. A built in micro computer receives data from up to four different non-visual cybernetic sensory devices: cyberaudio, radar or sonar implants, olfactory boost, or cyber-seismic detectors (Solo of Fortune 1)—either their own, or, via interface plug and cable, others'. The subject can link to non-cybernetic sensory equipment as well. The computer processes the data received, then signals the target's bearing and exact range. This enables the user to have full concealment or cover, and still perform reconnaissance functions. Great for ambushes, which is why it was designed.

Game notes:

You must have the basic neural processor with Machine/Tech Link in order to use this module. Output is via subdermal viewscreen (Chromebook 2), cyberoptic Video Imager (Chromebook 1), or cyberaudio. Other methods of detection depends on the sensory systems used. With seismic/radar systems, you can determine size; with olfactory boost/chem sniffers, you can identify organic or inorganic objects. Operator receives data on number/size of objects; if they're in motion; range to specific sensor or operator, and bearing from specific sensor or operator. This information can be used for recon ID, to activate remote ambushes, or provide targeting data for indirect fire. Surgery: M, HC=1D6+3

Taste Boost

100 eb

A simple neural mod, this enhances the sense of taste to allow for detection of poisons, as well as over-seasoning. Can be toggled for when you want to enjoy your aunt's 5-alarm chili without losing your sanity.

Game notes:

Installation of the booster to your processor is followed by a shot of transform viruses to your tongue. You now have heightened receptivity and interpretation of the four basic tastes: sweet, sour, bitter, and salt. It requires practice and training to identify chemical compounds by taste (be prepared to make a lot of INT-based skill rolls). Olfactory Boost helps with identification of compounds. Surgery: M, HC=2

Shape Recognition Chipware

500eb

Need to pick objects out of a crowd? The newest chipware from Direct Dataware can help! Program your specifications onto a blank chip, drop it in your socket, and proceed to pick out the things specified by the chip, surrounding them with a colored halo. This is essentially the reverse of our Visual Recognition Chips.

Game notes:

The system can access up to three different chips at once. Programming cannot be incredibly general ("halo all firearms"), but can be semi-specific ("halo all automatic pistols") to extremely specific ("halo all Malorian Arms 3516 Pistols"). For use with Zetatech's Times Square Plus cyberoption (Chromebook 1).

Lockdown

300eb

Many a time the Solo or cop has been outdone by an invisible sniper. Our human ears, even augmented, aren't designed to pick out the precise locations of gunshots. Now, thanks to the Weaponsmasters of New Mexico, you can spot a sniper or gunman anywhere! Using an internal computer in coordination with advanced audio, Lockdown applies a graphic "picture" of the bullet's trajectory over the user's vision, and places a red rectangle in the general location of the shooter. The more shots fired, the better Lockdown can fix the location!

Game notes:

Lockdown is neuralware and requires the basic processor, Times Square Plus (Chromebook 1), a bodycomp (Chromebook 2), and cyberaudio with Enhanced Hearing Range. In order to properly triangulate, there must be a second user with Lockdown within hearing range of the shooter; both users must have the Radio Link or Phone Splice cyberaudio options. Each firing increases the user's chance of finding a hidden shooter (Awareness/Notice skill) by +1. Surgery: N, HC=1D6

ChipLok

150eb

Are you worried about theft of your chips while you're asleep or incapacitated? No problem! ChipLok is a special device attached to your socket, locking the chip(s) in place until an electronic key is applied. ChipLok is widely used by mental health officials and law enforcement, to keep Pacifism chips installed in patients, and Exile chips installed in felons.

Facedown Chip

150eb

Know the right things to say; use the right body language! When you're in a Zone club, and some dorphed-up booster gets in your face, it's your cojones against his, and you need to show him that yours are bigger! The Facedown Chip from Militech is a database of all the old classic facedowns from Hollywood, TV, the latest Braindances, and every other source we could find! Now you'll have it all at your mental fingertips!

Game notes:

While installed, gives user a +1 bonus on facedown rolls.

Home Chip

940eb

A variant of the behavior chips used for Exile sentencing, home chips are designed to keep the user from partying all night. After approximately two hours away from home beyond a preset time, the user will get strong stimuli to return home. "Home" is a preprogrammed geographic location verified by the chip's reception of a broadcast signal. For an additional 40eb, the chip can send similar signals when the subject goes further than a certain radius from "home."

Game notes:

Resisting the impulse from a Home Chip is a Very Difficult COOL check, to which the Resist Torture skill can apply.

Speedreading Chip

250eb

Time—who has enough?

Even when you receive all of your mail and news electronically, you often find yourself passing over things due to a lack of time. Would you like to remedy that problem without losing data or biting into your schedule? How about being able to read your normal daily input in half the time, or less? Parts N' Programs gives you what you need! Simply slot the chip and get reading—works with any cyberoptic. You'll find yourself assimilating printed information in half the time it took before, at full comprehension levels. So subscribe to more screamsheets, download more books, connect with more correspondents, and never again worry about the lack of leisure time. Parts N' Programs' Speedreader Chip is completely compatible with our Written Language Translation Chips.

Game notes:

Requires a cyberoptic. Halves reading time for characters up to INT 6, time drops to one third of normal above INT 6. Reading comprehension level is normal.

Dream Suppressant Chip

300eb

Problems sleeping? Post-traumatic stress syndrome keeping you up all night? This new technology from DataEdge can give you a restful night's sleep by repressing REM sleep.

Game notes:

A Dream Suppressant Chip works as advertised, allowing the user a restful night's sleep, dream-free. However, for every week of use, the user will temporarily lose a point of EMP. All lost EMP can be regained through a night of normal sleep.

BIOWARE & NANOTECH

"WHY GO WITH BIOWARE? IT'S THE WAVE OF THE FUTURE! COMPLETELY UNDETECTABLE BY NORMAL SCANNING SYSTEMS, IT'S THE SYSTEM OF CHOICE FOR THE UP-AND-COMING SOLO! REMEMBER THE GUY THAT WENT AFTER SABURO'S SON IN 2020? HE GOT ALL THE WAY TO KEI'S FLOOR BEFORE THE AI SYSTEMS KILLED THE NETRUNNERS AND HIS BACKUP WENT DOWN. IF THEY'D HELD OUT FOR ANOTHER TWO MINUTES, ARASAKA'S OPS CAPABILITY WOULD'VE BEEN DECAPITATED ..."

—SGT. ARCH ANDREWS, CADRE AT FORT BRAGG AND FREELANCE SOLO

OTEC

NITROGEN BINDERS

1400eb

Cheap and effective tech! Did you ever think you'd hear those two words to describe nanites? It's true! OTEC has whipped up a simple nanite in its labs that will prevent divers from getting nitrogen narcosis no matter how fast they ascend!

Game notes:

Prevents nitrogen narcosis, aka, "the bends." Reduces depressurization time up to 100%, depending on depth. (The deeper the dive, the smaller the time reduction.) The user must have regular upkeep treatments (400eb every 3 months). Surgery: N, HC=1-2

ADVANCED MUSCLE AND BONE LACE

price varies

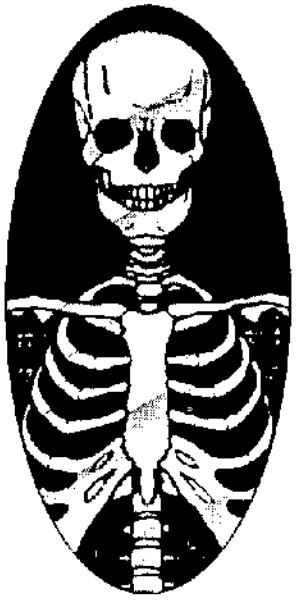
Want to get varying degrees of personal improvement instead of one big lump treatment? Is the original Muscle and Bone Lace too much? Not enough? InterTech introduces its new advanced version! Just tell the dealer how much you want done!

Game notes:

This item is identical in all other respects to the item found in CP2020. Surgery codes are N.

Cost	Body Type Bonus	HC
1000eb	+1	1-2pts
1500eb	+2	1D6/2
3000eb	+3	1D6+1

Replitech



REPLITECH "TUFFBONE" SKELETAL ENHANCEMENT

price varies

Originally developed as therapeutic treatment for age- or low-g-induced osteoporosis, Replitech's TuffBone treatment utilizes custom-designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections, your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry—we've made sure the process is self-limiting and stabilizes in maintenance mode after reaching full development.

Game notes:

Surgery codes are M.
Alpha level TuffBone (1300eb): Increases Body Type by +1 for purposes of Strength Feat skill rolls, lifting/carrying, and BTM vs. melee/H-t-H damage. User's weight is increased by 5%. HC: 1D6/2
Beta level TuffBone (2800eb): Increases Body Type by +2 (see above effects), and weight increases by 10%. Bone growth to limbs and facial structure decreases ATT by -1. HC: 1D6

BODYWEIGHT
Life Preservation Systems

BODYWEIGHT, INC. "METAHEME" HEMOLOGICAL REPLACEMENT

1300eb

Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater "attraction" than the hemoglobin in the platelets circulating through your bloodstream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Bodyweight's "Metaheme" viral transform therapy. Our custom-engineered viral agents will modify your marrow to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You'll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Bodyweight, Inc.

Game notes:

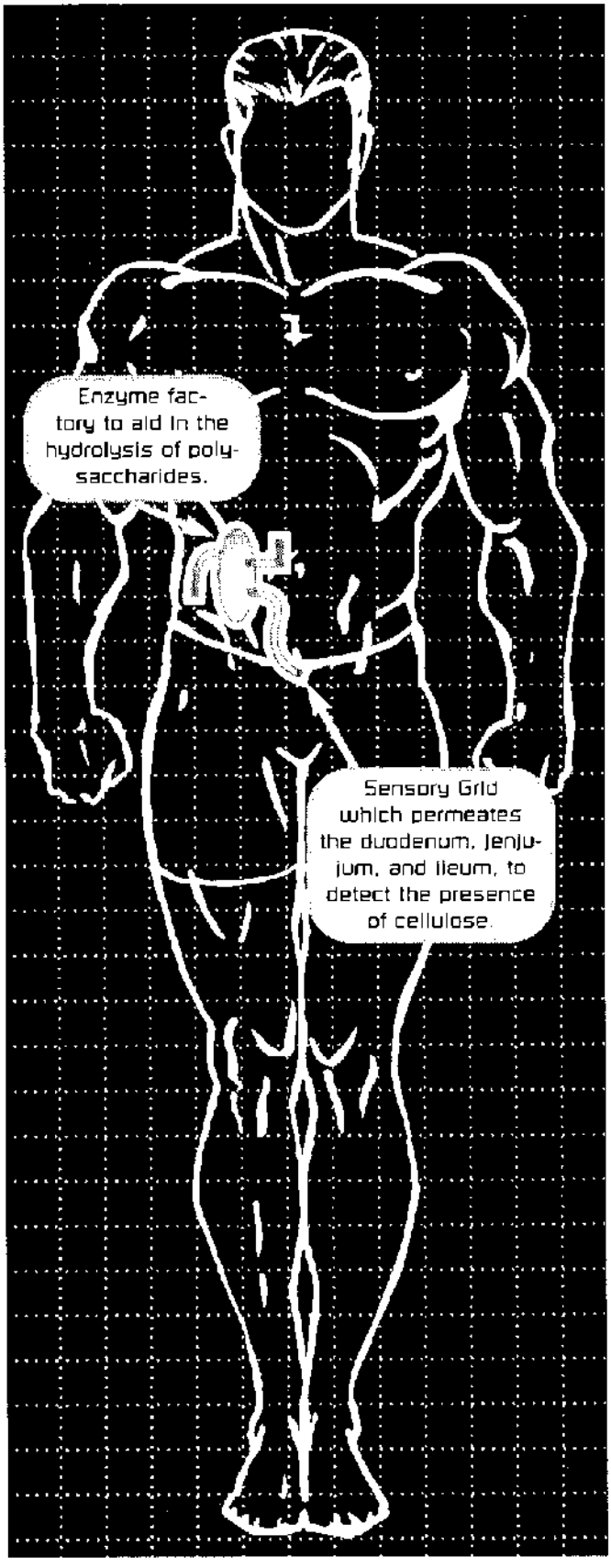
Subject gains the equivalent of +1 to MA, Endurance +1 skill, and can hold his breath for an additional four minutes. Warning: the subject cannot take blood transfusions from any blood group outside his own, or use any artificial blood substitutes except those made by Bodyweight. Subject also suffers a -1 penalty to all BOD-related resistance rolls involving poisons and disease due to the increased absorptive qualities of his blood. Surgery: M, HC=1D6/2

BIOTECHNICA

NeoAppendix

500eb

Gonna be out on the front for a long period of time? Need more food than you'll be able to carry with you? The NeoAppendix from Biotechnica can help! The NeoAppendix is an activated form of your natural organ (which was deactivated by evolution), enabling your body to digest cellulose! You can live off of tree bark and grass trimmings if necessary.

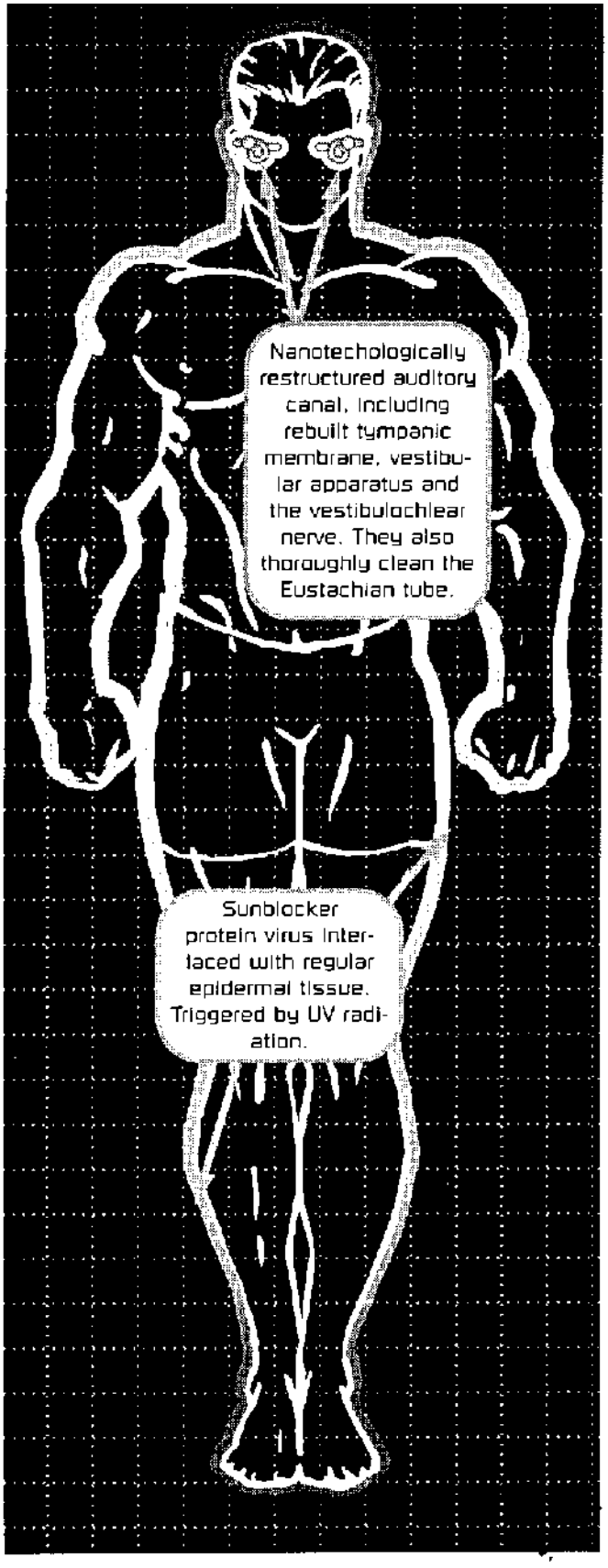

Enzyme factory to aid in the hydrolysis of polysaccharides.
Sensory Grid which permeates the duodenum, jenjujum, and ileum, to detect the presence of cellulose.

Game notes:

Gives the owner a +2 bonus on all Wilderness Survival skill rolls related to finding food. Warning: a regular diet of cellulose-bearing organic material will produce a surfeit of bodily-generated methane... This will make it easier to track the subject through smell, and may pose a fire hazard. Surgery: MA, HC=1D6/2

"Siberia, mid-winter. I was stranded there for eight weeks because my pick-up got scragged. Had to live like a rabbit on lichen, scrub grass, and tundra weed. Stuff tasted like crap, but it kept me alive—thanks to my biotech appendix."

— Wilson Card, Militech operative


Nanotechologically restructured auditory canal, including rebuilt tympanic membrane, vestibular apparatus and the vestibulochlear nerve. They also thoroughly clean the Eustachian tube.
Sunblocker protein virus interlaced with regular epidermal tissue. Triggered by UV radiation.

Utopian Corp.

NanoAuditory Rebuild

1500eb

Don't feel like having your skull cracked open to get cyberaudio crammed in there? Expertly designed nanosurgeons can rebuild sections of your auditory canal to improve your hearing.

Game notes:

Gives the user Enhanced Hearing Range and Level Damper as if he had the two cyberaudio options. The process takes four days and the character is deaf for 3D10 hours after the injection (deafness begins in 1D6 hours from the time of injection). Surgery: N, HC=1D6/2

BIOTECHNICA

Biotechnica "Sunblocker" Sunscreen

250eb

Let others cower before the effects of the thinning ozone while you worship the sun! The new Sunblocker viral treatment modifies your dermal cells to manufacture a protein, originally derived from the skin of an Asian toad, that stays inert until ultraviolet light triggers a structure change. Within ten seconds of exposure, the protein "curdles" and begins absorbing ninety percent of the incoming UV and visibly darkens the subject's skin. This is a common modification for spacers and anyone worried about that nasty old hole in the ozone.

Game notes:

Prevents any kind of sunburn and reduces the risk of skin cancer induced by UV radiation to an insignificant level. Surgery: M, HC:1

BIOTECHNICA

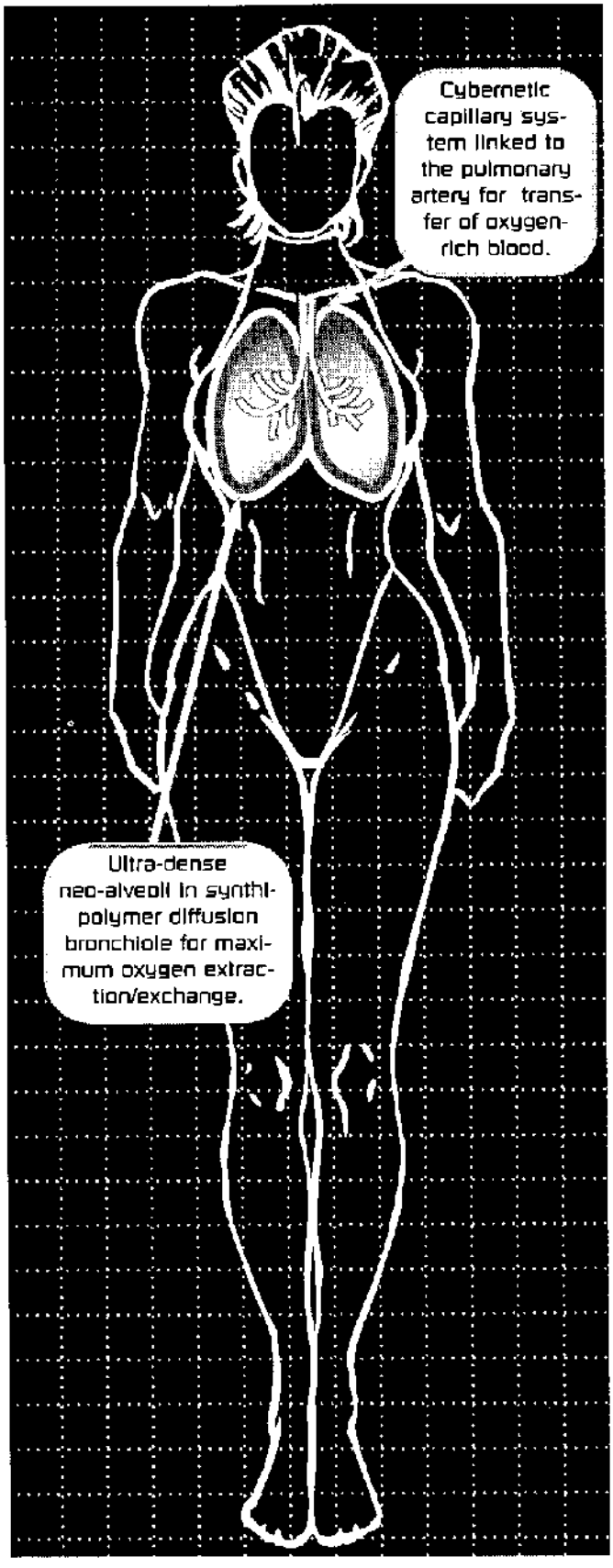
NeoLungs

1000eb

The evolved lung is not a very efficient system—it only utilizes 17% of the oxygen inhaled at any time. NeoLungs from Biotechnica improve the flow-patterns of inhaled air, making them more circular, increasing the amount of oxygen your body can take in.

Game notes:

The user becomes able to hold his breath twice as long as normal (10-25min.), or he can breath at half his normal rate without difficulty. Surgery: CR, HC=1D6


Cybernetic capillary system linked to the pulmonary artery for transfer of oxygen-rich blood.
Ultra-dense neo-alveoli in synthi-polymer diffusion bronchiole for maximum oxygen extraction/exchange.

"Run for miles without getting winded, freedive for twice as long, and, if the environment is less than pleasant, hold your breath for as long as you need—all with a set of Neolungs™ from your friends at Biotechnica.

Biotechnica: Adapting *You* to the Future!"

– Biotechnica Ad Program

Dornier•Bauer Biotechnische

Dornier-Bauer Biotechnische Neural Bridge

600eb

Trust Dornier to give you a hand ... literally! This handy little bit of bioware is a bundle of cultivated nerve tissue that links the motor coordination areas of both sides of the brain to make the subject ambidextrous. You'll be the envy of your fellow Edgerunners as you stun the competition with moves they'd never expect.

Game notes:

Tasks can be performed using either hand without penalty, but the standard -3 penalty does apply when trying to perform a task with each hand at the same time. For four weeks after implantation any skill use using the former "off" hand will be at half level until the subject adjusts to the new neural pathways. Surgery: MA, HC=1D6+2

"I was totally warped when I found out how cool this was. With a little practice, I could use both pistols at the same time, just like that famous 20th century Hong Kong solo, Chow Yun Fat. Man, I wish *I* had a Media like John Woo following me around and chronicling *my* work!"

— The late Jesse Raffles, weefle-solo

Dornier•Bauer Biotechnische

Dornier-Bauer Biotechnische Circulatory Sphincters

3200eb

You'll keep going, and going, and going with the latest development in personal wound management from Dornier. A rapid drop in blood pressure from a serious wound causes rings of muscle spaced along the arteries in the limbs to contract, cutting off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and shock damage is prevented.

Game notes:

Gives +2 to any Stun/Shock Saves and automatically prevents further damage from blood loss after a Serious or greater wound level is reached. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat-grown alternative. Surgery: MA, HC=1D6

Revolution Genetics

Poison Glands

price varies

Revolution Genetics has developed a new type of bioware: Poison Glands. The poison comes in four possible types: hallucinogens, nausea, somatic, and biotoxins. These types are varied according to potency and reaction time. The best part about the glands is that, no matter how often you use them, they continue to produce poison! Three different packages are available.

Game notes:

Surgery: MA.
Teeth: Like a snake, poison can be injected through natural fangs installed in the teeth. This also causes bite damage. 500eb costs for hallucinogen, nausea, or somatic (sleep). 1000eb for Biotoxin I. HC: 3d6.
Hands: Poison sacs can be engineered to coat rippers or wolvers, delivering the poison with a successful slash. 500eb costs for nausea or somatic, 800eb for hallucinogen, and 1100eb for Biotoxin I. HC: 2d6+3.
Warning—user is not immune to the effects of his own poisons! Caution in use is advised. Considered a Restricted or Illegal modification in some judicial areas.

"And so this guy pops Jerry one in the chops, right? Well, Jerry was springing his fangs at the time and that punch made him chomp his own tongue. Ouch. Fortunately, he only packin' brain juice at the time, so he spent the rest of the evening screaming and whining in the corner. Frack, that had to be worse than getting shot by your own gun ..."

— Jenny Fliescher, TT, Medtech

Revolution Genetics

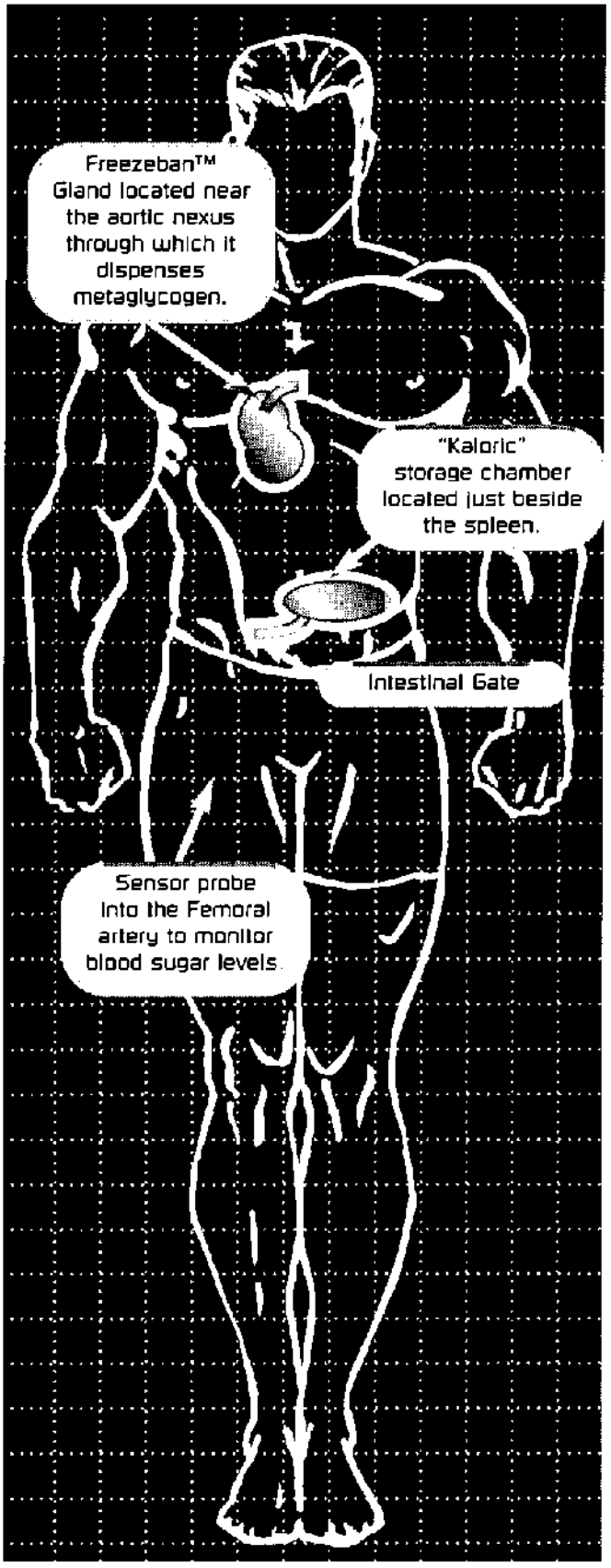
Tailored Pheromones

price varies

Smell is supposedly one of the most mind-affecting senses—a whiff of something can bring back memories long-forgotten, attract a mate, or instill emotion. The new, tailored pheromones from Revolution Genetics can be yours now. Small glands will be surgically implanted in your armpits and crotch, and you're ready to change their minds!

Game notes:

Surgery: M, HC=1d6/2. A player may only have one type of pheromone implant at a time. Nasal filters are 60% effective against pheromones.
Love (1000eb): Gives the user a +1 on all Seduction skill rolls for the specified sex (same or opposite; warning—"same-sex" effects may backfire at GM's discretion!).
Gullibility (2000eb): Gives the user a +1 on all Fast Talk/Persuasion rolls.
Confusion (2500eb): Anyone within 1m of the user gets a -1 to INT-based skill rolls and to Initiative rolls.


Freezeban™ Gland located near the aortic nexus through which it dispenses metaglycogen.
"Kaloric" storage chamber located just beside the spleen.
Intestinal Gate
Sensor probe into the Femoral artery to monitor blood sugar levels.

NAC
No-Ahme Caldwell

N-A C "Kaloric" Secondary Gut

750eb

Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep the weight to a minimum? No-Ahme Caldwell comes to the rescue with the Kaloric—a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won't send the food on to finish digestion until your body demands it.

Game notes:

Allows you to store up to a two-day food supply in the gut and function as though you'd been eating normally. Surgery: MA, HC=1D6/2

N-A C "Freezeban" Bioconstruct

650eb

No-Ahme Caldwell introduces the perfect bioware for cold weather work or traveling space in cryosleep. The Freezeban gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures.

Game notes:

The effect is immunity to frostbite, and +1 on any Wilderness Survival/Endurance skill rolls in weather under 10° C. Subject also gains a +3 bonus on any cryosleep suspension and re animation rolls. Surgery: MA, HC=1

NAC
No-Ahme Caldwell

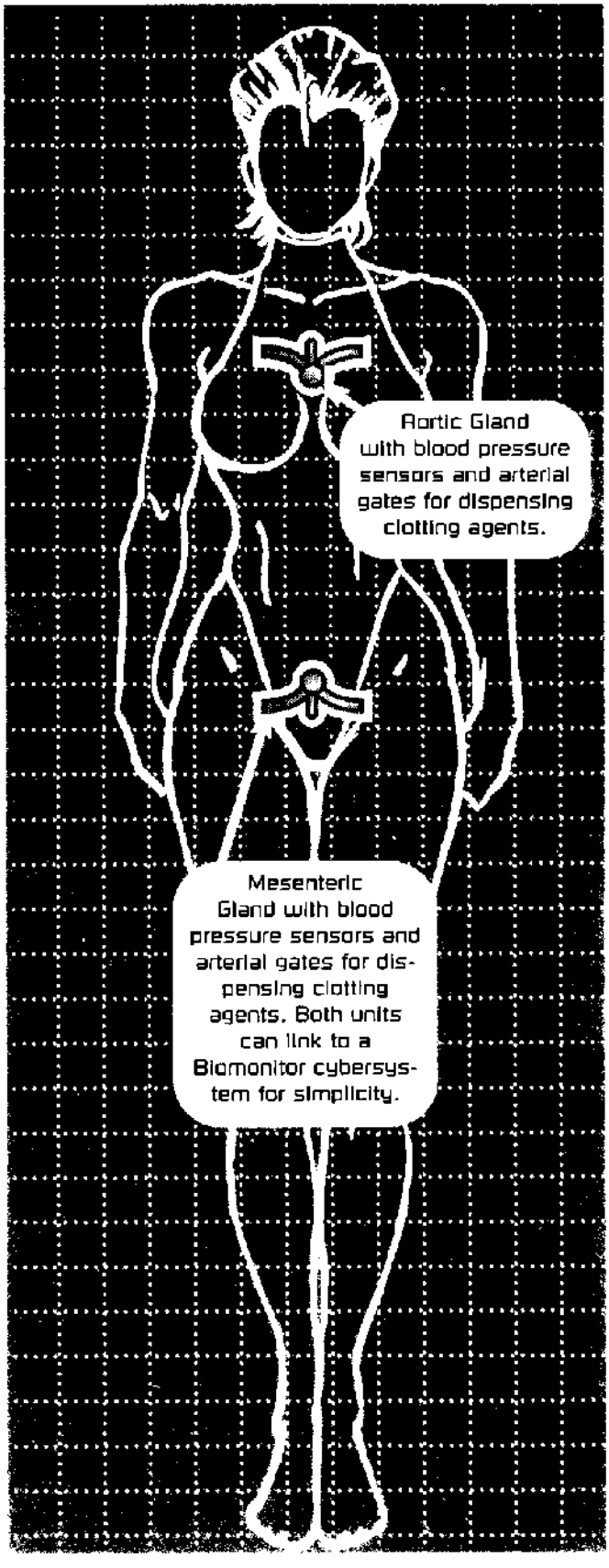
No-Ahme Caldwell "QuickClot" Hemofibrinic Nodes

3000eb

The Quickclot System relies on two bioengineered glands that produce and store the bloodclotting compounds fibrin and fibrinogen. One gland is attached to the mesenteric artery where it branches into the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the axillary arteries to the arms and the carotid arteries to the head. Wounds that cause a drop in blood pressure, or elevated levels of histamine, trigger the nodes to release their contents and quickly seal off the site with a tough, fibrous scab.

Game notes:

All wound states are treated as being one level less in severity. (Serious is treated as Light and has no penalties, Critical becomes Serious with -2 REF penalty, etc.) On the down side, the sudden release of clotting compounds has a 1 in 10 chance of causing a stroke or heart attack from clots lodging in the blood stream. Cannot be used with the Lifesaver Nanoskin treatment (Chromebook 1).Surgery: MA, HC: 1D6


Aortic Gland with blood pressure sensors and arterial gates for dispensing clotting agents.
Mesenteric Gland with blood pressure sensors and arterial gates for dispensing clotting agents. Both units can link to a Biomonitor cybersystem for simplicity.

"Gotta be careful with this one. Had a friend who went into shock from a minor hit, but his blood pressure dropped like a stone because of it. Suddenly, his implants started pumping out fibrin and his system started clotting up like crazy. Luckily a TT AV showed up and could flush his system before he went solid. Harsh."

— Rachel Mars, Freelance Techie

Revolution Genetics

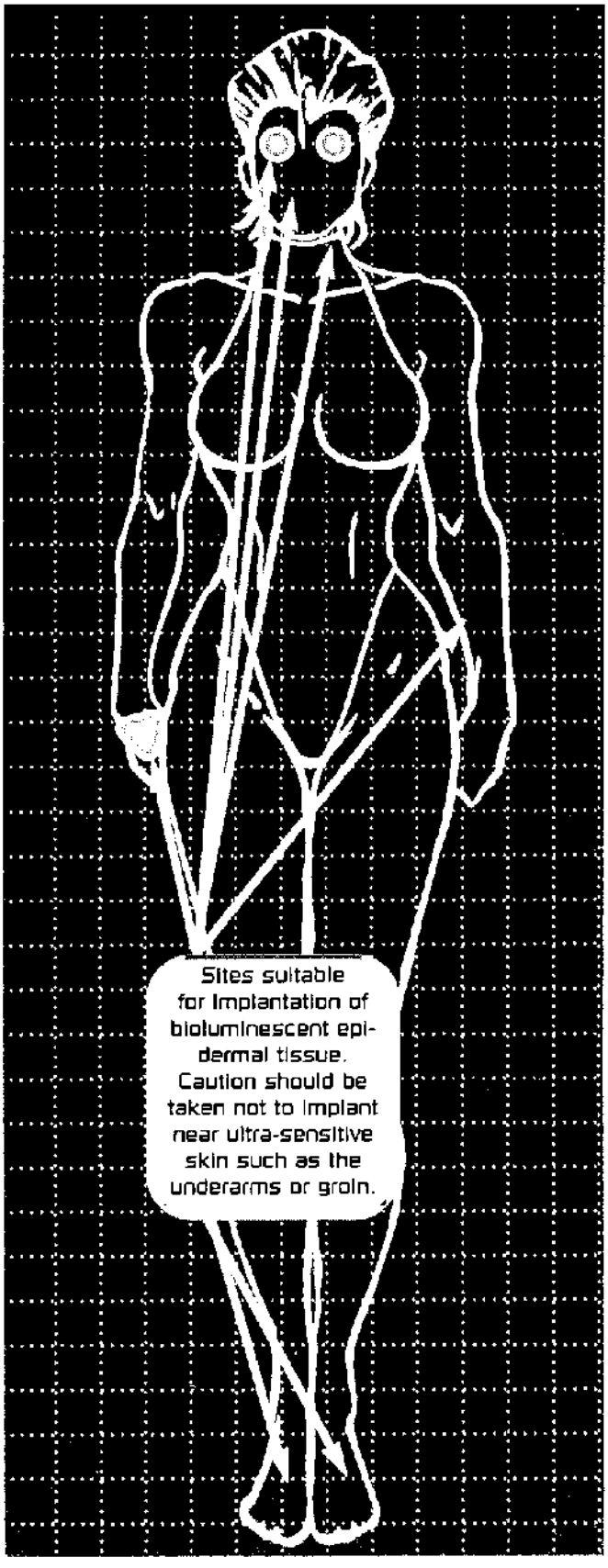
Flashlite Implant

290eb

This is a small patch of cultured skin impregnated with the same bioluminescent material found in insects and deep-water fish. Powered by the body's natural neuro-electricity, it produces the low-candlepower equivalent of a mini-flashlight. Popular with miners, divers, and techs who always have their hands full, Revolution Genetics now brings this useful bioware to the home consumer!

Game notes:

The skin produces a non-glare, semi-focused glow similar to a chemlight stik (approx. 1m range.). The implant can be placed on the palm, back of hand, forearm, or even the cheeks and/or forehead! Users should note that the light is visible to outside observers up to 100m away. Surgery: M, HC=1-2
Note: This bioware was originally presented in another form in Interface Vol.1, #4.


Sites suitable for implantation of bioluminescent epidermal tissue. Caution should be taken not to implant near ultra-sensitive skin such as the underarms or groin.

"This one saved my life once. I was trapped in a cave outside of Barcelona. An EMP pulse had taken out my flashlight and with no light my LI optics were useless. But thanks to my little glowing implants which nothing could disable (short of flaying me), I was able to search around and find a sealed box of C-4 that the attackers had overlooked. Naturally, I wasn't trapped for long after that ..."

— Rachel Mars, Freelance Techie

Replitech

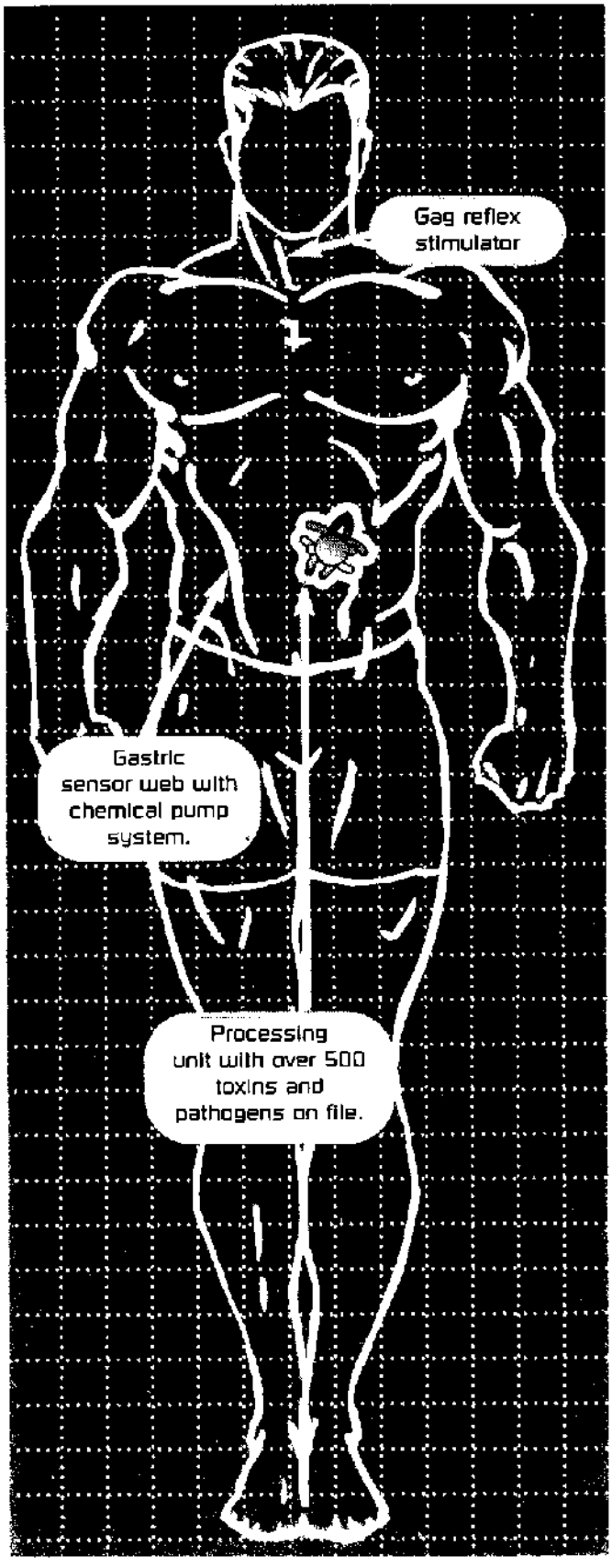
Replitech Toxin Screen

3400eb

In the dog eat dog contest of the corporate world, chances are you'll eventually be on the receiving end of a poisoning attempt. Protect yourself with Toxin Screen: a cluster of sensory tendrils in the stomach that detect certain poisons in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You'll sleep more easily knowing you're protected by Replitech!

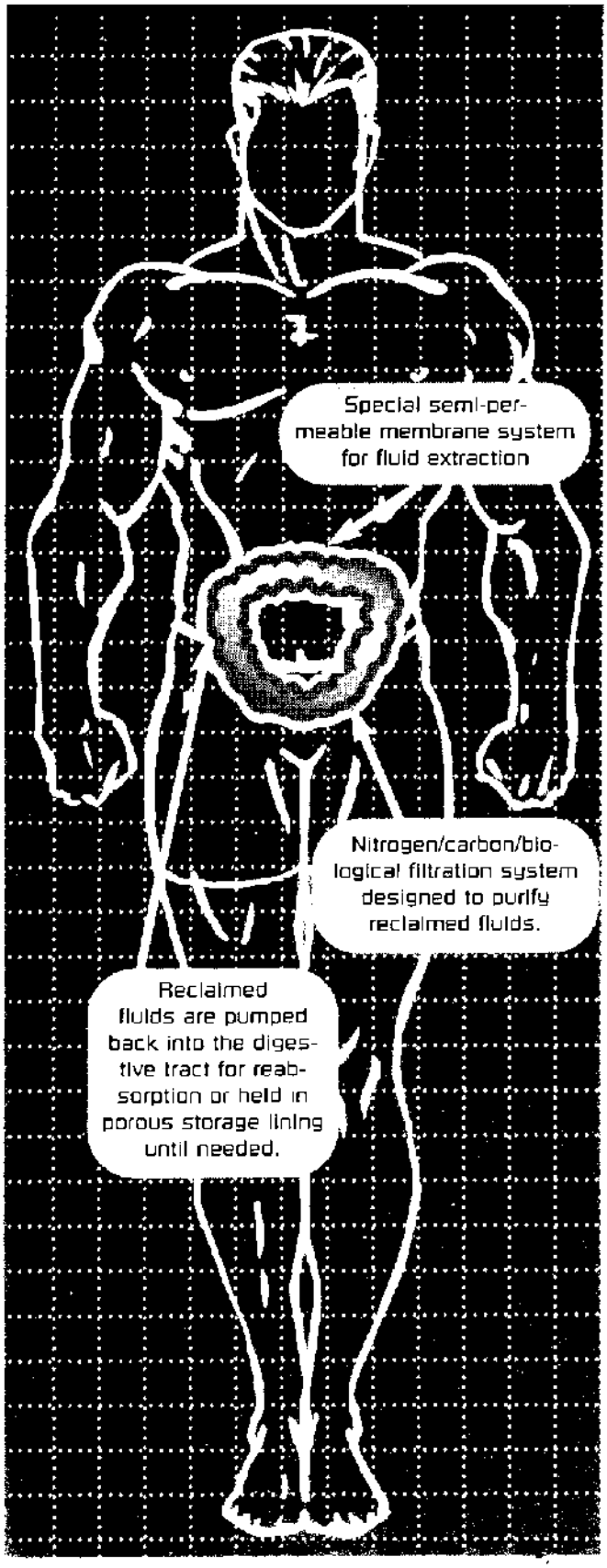
Game notes:

Detects orally administered toxins on a roll of 1-9 on a D10 and triggers the stomach to vomit tainted food. Whether the toxin is effective before being voided is at the discretion of the Referee. Surgery: MA, HC=1D6/2


Gag reflex stimulator
Gastric sensor web with chemical pump system.
Processing unit with over 500 toxins and pathogens on file.

"They had some problems with the early models of these things. Seems that they were a might too sensitive and often registered many trace elements in common drinks (such as tequila) as toxins. Anyone trying to get seriously plowed found themselves hucking up their evening's endeavors. While they corrected that damn quickly, I hear the Betty Ford Clinic wanted the old version for their alcohol treatment program ..."

– Rachel Mars, Freelance Techie


Special semi-permeable membrane system for fluid extraction
Nitrogen/carbon/biological filtration system designed to purify reclaimed fluids.
Reclaimed fluids are pumped back into the digestive tract for reabsorption or held in porous storage lining until needed.

T-MAXX

T-MAXX Ileocecal Siphon

500eb

Whether you're in the desert—or the tropics—the new ileocecal siphon from T-MAXX makes your stay a pleasant one. This artificial organ coils around the large intestine and removes up to 80% of the water from the body's solid waste products.

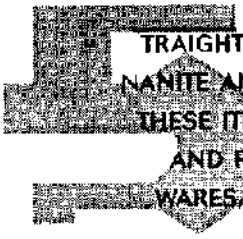
Game notes:

The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions. Surgery: MA, HC=1

"This one's immensely useful, especially when you're in some desert outback, humping your way to the next oasis. The down side is that those drier stools can be a real pain, if you catch my drift. Take some ointment along with you if you can, and you'll be all right.

Of course, someone's bound to make fun of the "bunny pellets" that you're leaving behind. Just let them laugh until their throat gets dry ..."

– Edward Washington, Solo



STRAIGHT FROM THE SPACELABS OF THE EUROBOYZ COME THE LATEST ADVANCEMENTS ON BIOWARES, NEW NANITE AND NEUROCHEMICAL TECHNIQUES THAT CAN MAKE YOU MORE THAN A MAN (OR WOMAN)! ALL OF THESE ITEMS ARE USUALLY ONLY AVAILABLE IN EUROPE (THEY GUARD THEIR BREAKTHROUGHS JEALOUSLY), AND REQUIRE A COMPLETE DNA SCAN FOR THE PROCEDURES BELOW. AND IF YOU'VE A LOT OF CYBERWARES, THE EUROS WILL CHARGE YOU DOUBLE RATES, OSTENSIBLY TO PREVENT DESTRUCTIVE SYNERGY... THIS IS THE INSIDE DOPE THOSE GOLDENKID DOCS WON'T TELL YOU."

—MAD MAN MANDEL, U.S. FIXER

These rules expand the info previously seen in Eurosource Plus, pg.105. You must have that sourcebook to use them.

PHYSIOLOGY TAILORING AND ADAPTATIONS

Permanent +1 Reflexes:

Humanity cost is 1D6+3. This involves extensive tissue restructuring, as well as neural boosting. Inpatient or Intensive Care therapy is required to allow the patient to even walk after this modification.

Permanent +1 BODY:

Humanity cost is 0. An expertly-tailored regimen of diet and exercise, with a little bio-aid.

Permanent +1 ATT:

Humanity cost is 1 per +1. Nanites subtly restructure your looks for a more beautiful you! Unique and very chic. Cannot be combined with beautification surgery.

Permanent +1 MA:

Humanity cost is 1D6/2 per +1. Near total restructuring of your legs. Inpatient or Intensive Care therapy is required.

Reduced Oxygen Lungs:

Humanity cost is 1. You can filter out smog and survive on half the normal oxygen.

UV Resistance:

Humanity cost is 1D6. No sunscreen needed, and you're a lot darker.

SP 6 Skin Armor:

Humanity cost is 0. High-fashion Skinweave; cannot be differentiated from normal skin.

BIOENHANCEMENT TABLET TREATMENTS

(can only take one of these a day):

Endurance: Can ignore fatigue effects for 12 hours, but doubles need for food and water, and roll 1D10+BOD at the end of 12 hours. If the roll is 15+, take 1D3 damage; if 14 or less, take 1D6 damage. Also, you'll be fatigued until getting at least 12 hours of sleep.

Ignore Pain: Gives +4 to Stun Saves for 12 hours, but -2 to tactile sensitivity for that time.

Anti-Trauma: Gives +2 to Death Saves for 12 hours.

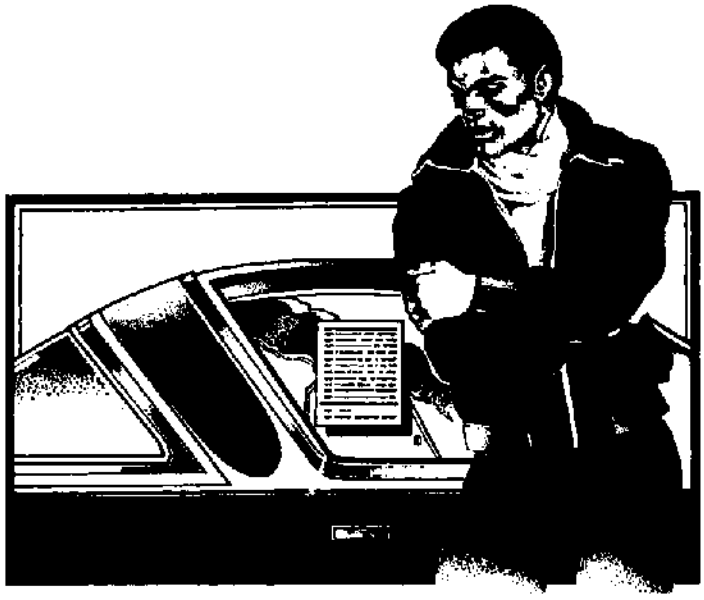
NEUROCHEMICAL MEMORY TABS

These RNA "skill pills" pump info directly into your bio-memory. Take only one per day at most; more will damage your memory! And there's the danger of messing up your gray matter anyway; when the pill is taken, roll 1D10. If the roll is equal to or less than the skill plus of the pill, then there's been destructive neurochemical synergy; lose one point of the skill in question, permanently. Anyone who takes more than one of these in 24 hours will suffer memory loss (permanently lose 2D6 skill points, applied at random, or suffer partial amnesia) 80% of the time.

VEHICLES

"BEING A 'PUNK MEANS DOING EVERYTHING IN STYLE—ESPECIALLY YOUR TRAVEL. WHEN IT COMES TIME TO PURCHASE YOUR OWN VEHICLE, MAKE SURE IT SCREAMS YOUR NAME."

—UNKNOWN EDGERUNNER



CYCLES

Mitsuzuki

MITSUZUKI C21 KENADA

The Kenada handles better but is slower than the Bakushin, which is the subject of heated discussions in Japanese bike gangs. It is the best handling bike in its price range, with good economy and great style. Cybercontrols cost an extra 3000 Euro

STATISTICS:

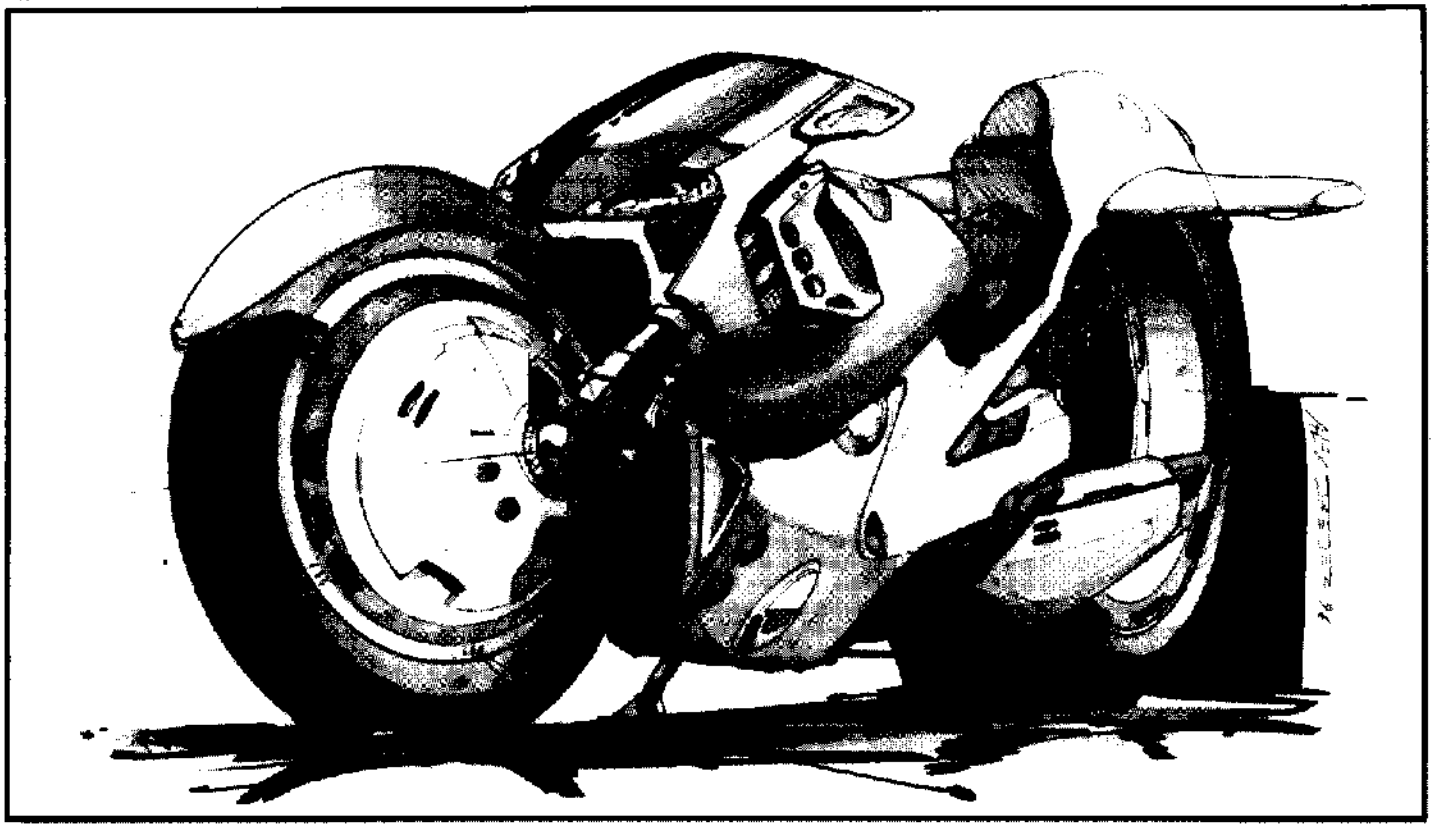
Top Speed: 155 mph
Crew: 1
Pass: 0
Maneuver: +4
SP: 0

Acc/Dec: 31/45 mph
Range: 533 miles
Cargo: 0.75spc, 13kg
SDP: 20
Type: Cycle

Mass: 40kg
Cost: 7550 Eb

SPECIAL EQUIPMENT:

Hi-power headlight



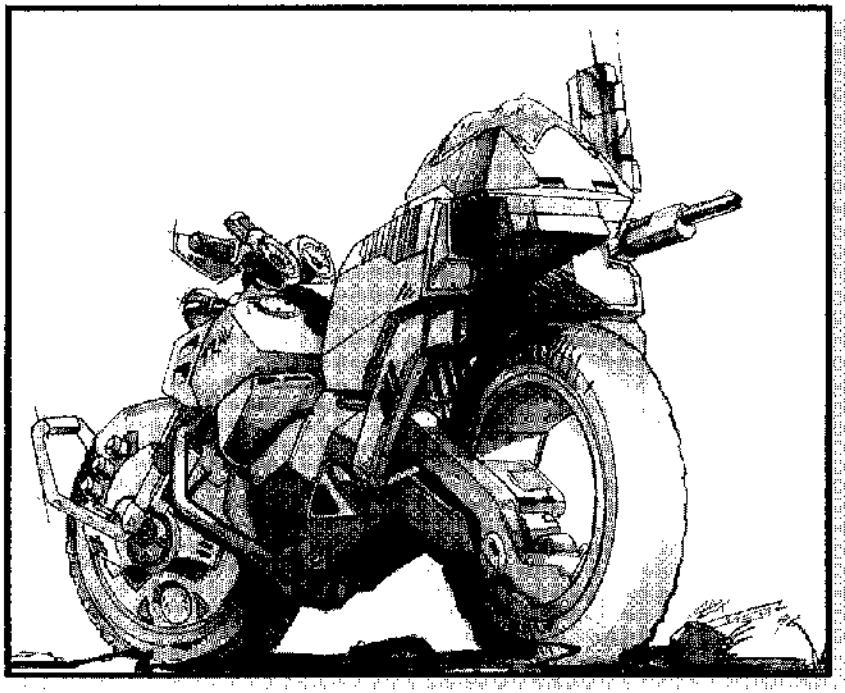
Mitsuzuki

MITSUZUKI MSX900 "BAKUSHIN"

An open-road bike particularly popular with the "Bozu" bike gangs of Japan, and youngbloods the world over. Not a bike for beginners! Cybercontrols can be fitted for an additional 2600 Euro

STATISTICS:

Top Speed: 192 mph	Acc/Dec: 25/45 mph	Maneuver: +3	SDP: 15
Crew: 1	Range: 400 miles	SP: 1	Type: Cycle
Pass: 0	Cargo: 1spc, 20kg	Mass: 60kg	Cost: 6600 Eb



HONDA R400 TRAIL

More responsive than a "Volksrad", this is a good basic bike, with a variety of uses. This is cheap enough to be popular with Nomads, and yet still keep up with the big rigs. Available in both electric and CHOOH2 engines.

STATISTICS:

Top Speed: 120 mph
Crew: 1
Pass: 0
Maneuver: +2
Acc/Dec: 25/38 mph
Range: 400 miles
Cargo: 1spc, 10kg
SDP: 15(B1)
SP: 0
Mass: 30kg
Type: Cycle
Cost: 3000 Eb

SPECIAL EQUIPMENT:

Off-Road capable

VMW "VOLKSRAD"

So you're looking for a cheap set of wheels? The retooled factories of the former East Germany have made just the thing for you! Cheaper than a "Trebi" too! They are surprisingly robust and go just about anywhere economically.

STATISTICS:

Top Speed: 60 mph
Crew: 1
Pass: 0
Maneuver: +1
SP: 0
Acc/Dec: 18/30 mph
Range: 400 miles
Cargo: 1/2 spc, 13kg
SDP: 20 (B1)
Type: Cycle
Mass: 40 kg
Cost: 1150 Eb

SPECIAL EQUIPMENT:

Off-Road capable

Kundalini roadworks

KUNDALINI ROADWORKS GSR1200 TETSUO

A serious touring bike, this has the performance that most bikes fail to emulate. Some observers believe it is more a low flying aerodyne than a cycle. Riders find it a joy to control.

STATISTICS:

Top Speed: 204 mph
Crew: 1
Pass: 0
Maneuver: +4
SP: 10
Acc/Dec: 36/45 mph
Range: 533 miles
Cargo: 0.4spc, 45kg
SDP: 34
Type: Cycle
Mass: 136kg
Cost: 25,000 Eb

SPECIAL EQUIPMENT:

Armored Halogen headlight, Light Amplification optics.

CARS, VANS, TRUCKS

TOYO-CHEVROLET HOPPER

You can't get much less expensive than this! The all-plastic construction has given the Hopper a fuel economy that is unparalleled in motor car design. The top speed has been deliberately designed to reduce injuries in accidents. Just the sort of thing for safe Corporate streets.

STATISTICS:

Top Speed: 50 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 0
Mass: 260kg
Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 0.5spc, 86kg
SDP: 13
Type: Car
Cost: 1625 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).

VMW COHORT

Responsive and pleasing to the eye describes the Cohort. The European entry in the compact car market, it has the class Europeans expect, hence the price tag.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 1
Mass: 800kg
Acc/Dec: 21/40 mph
Range: 300 miles
Cargo: 0spc, 267kg
SDP: 20 (B1)
Type: Car
Cost: 5500 Eb

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat).

GMI Sierra Hatch

A good reliable town car, with a good turning circle and a reasonable price. This car defines its class, and other manufacturers of this style differ mainly in body styling and other style elements. This is the basic model. Optional extras offered include stereo, improved performance, and cybercontrols.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 10
Mass: 1360kg
Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 0 spc, 453kg
SDP: 34
Type: Car
Cost: 13,950 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)

GMI Sierra GL

An improvement on the basic version of the Sierra Hatch, this is a common car in corporate and hire car fleets. The principle extra is the inclusion of cybercontrols.

STATISTICS:

Top Speed: 70 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 10
Mass: 1360kg
Acc/Dec: 15/50 mph
Range: 300 miles
Cargo: 0 spc, 453kg
SDP: 34
Type: Car
Cost: 20,350 Eb

SPECIAL EQUIPMENT:

Crash control (air bag) X1, Simple security, Cybercontrols, Light Amplification optics, Stereo

NOTE:

Two of the passenger seats can be folded down to improve cargo space (1/2 space per seat)

Mitsuzuki Fuji

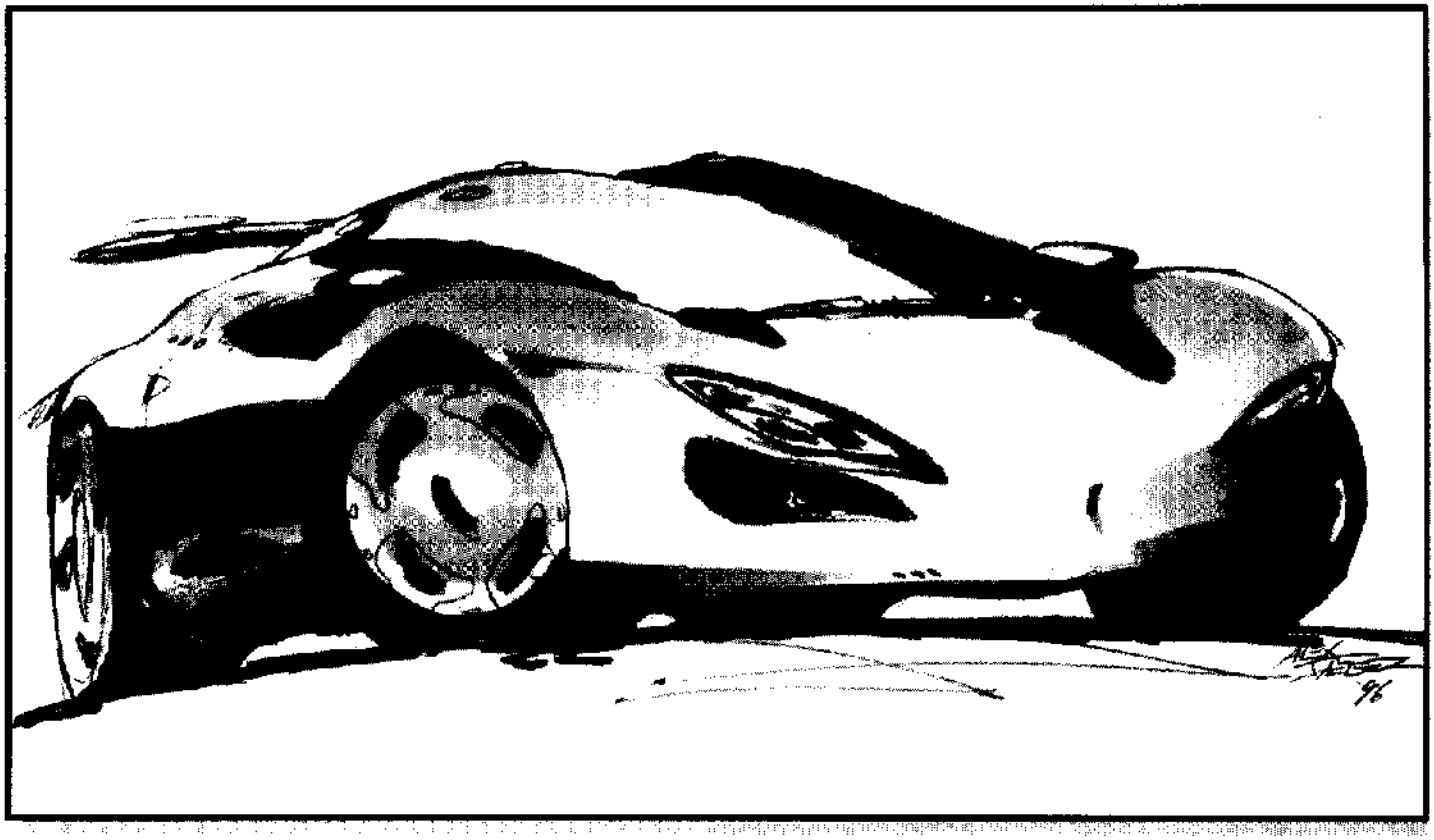
A mid-sized "family" car with emphasis on collision protection, it has moderate Corporate sales and is a popular car in this price range. A good car for fleet owners, it has proven to be remarkably reliable over the long term.

STATISTICS:

Top Speed: 75 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 10
Acc/Dec: 15/50 mph
Range: 300 miles
Cargo: 1 spc, 533kg
SDP: 40
Type: Car
Mass: 1600kg
Cost: 17,450 Eb

SPECIAL EQUIPMENT:

Crash control X4, Stereo, Autopilot, Simple security, Light Amplification optics



Mitsuzuki

Mitsuzuki Bushi

A car designed with protection in mind, it still manages an acceptable performance. Popular with people with "hazardous" lifestyles. (Cybercontrols cost an extra 6000 Euro.)

STATISTICS:

Top Speed: 60 mph
Crew: 1
Pass: 4
Maneuver: +0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 2 spc, 800kg
SDP: 60 (B3)
Type: Car

Mass: 2400kg
Cost: 27,000 Eb

SPECIAL EQUIPMENT:

Crash control X2, Stereo, Light Amplification optics, Simple Security, Hi-Power Headlights

GAZ/LADA COSSACK

The Neo-Soviet entry in the off-road car market, the Cossack has remarkably similar body lines to the 20th Century LADA Niva. The largest customer is the Russian (Neo-Soviet) Army, and the interior styling is affected by this. The Cossack has however developed a reputation for extreme reliability, and is popular with younger buyers who often heavily modify it.

STATISTICS:

Top Speed: 75 mph
Crew: 1
Pass: 4
Maneuver: 0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 500 miles
Cargo: 3 spc, 1065kg
SDP: 80 (B4)
Type: Car

Mass: 3200kg
Cost: 34,000 Eb

SPECIAL EQUIPMENT:

80km radio, Hi-Power headlights, Light Amplification optics, Off-Road capable

TOYO—CHEVROLET

TOYO-CHEVROLET CORPORA

A very comfortable urban car, with cybercontrols and leather upholstery as standard. Popular with the up-and-coming corporate exec., well-to-do medtechs, and Fixers with flash. The Corpora also comes in a "Sports" version.

STATISTICS:

Top Speed: 80 mph
Crew: 1
Pass: 3
Maneuver: 0
SP: 20 (A1)

Acc/Dec: 15/40 mph
Range: 200 miles
Cargo: 2.3 spc, 800kg
SDP: 60 (B3)
Type: Car

Mass: 2400kg
Cost: 41,000 Eb

SPECIAL EQUIPMENT:

Radio, Phone, full Stereo, Nav System, Auto-Pilot, Cybercontrols, Light Amplification optics, Radar detector, Simple security

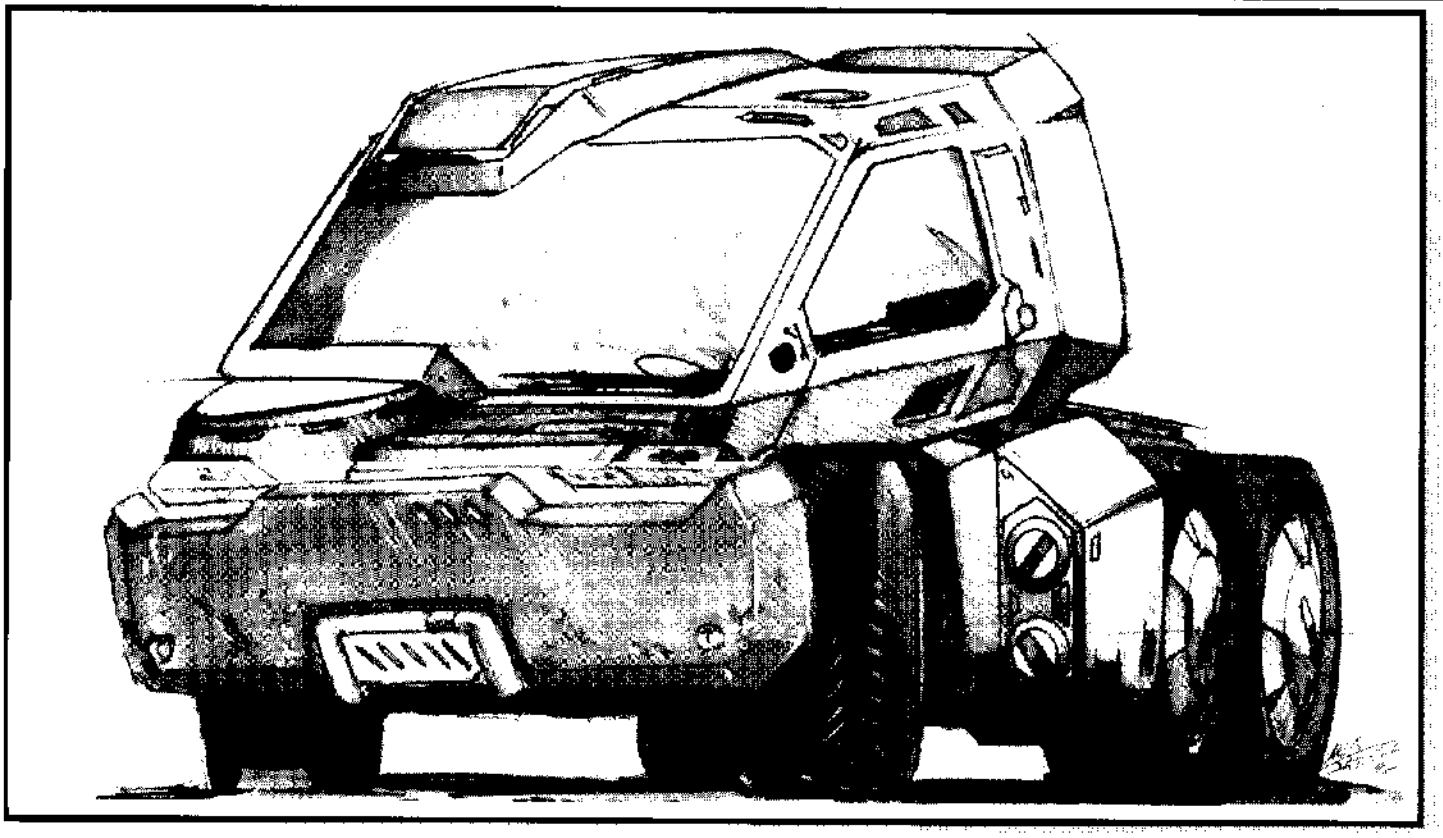
CORPORA SPORTS STATISTICS:

Top Speed: 80 mph
Cargo: 2 spc, 800kg

Acc/Dec: 20/60 mph
Cost: 46,000 Eb

SPECIAL EQUIPMENT:

VCR/TV, Crash control X2, Hi-Power headlights



MAC-DEUX "MONSTER"

The Monster was originally produced in 2018 as a superior alternative to the popular Peterbuilt 2000. Not really an urban vehicle, this long-haul transport can hold its own in a firefight or withstand a nomad raider attack.

The monster differs from the Peterbuilt in that it uses two methanol engines and can support cyber-linkage for 71,000eb. It sports a full driving radar suite with detection capability. it has a hatch on the cab roof for easy access to pintle weapons—or a quick exit. It's also built on a heavier and more durable chassis that the Peter 2000. The only drawback is the "you get what you pay for" clause: almost double the price of its competitor.

STATISTICS:

Top Speed: 100 mph
Crew: 1
Pass: 4
Maneuver: 0
SP: 20(A1)
Mass: 10 tons
Acc/Dec: 10/30 mph
Range: 800 miles
Cargo: 36,000kg trailer
SDP: 180(B9)
Type: Truck
Cost: 240,000 Eb

SPECIAL EQUIPMENT:

Radio, Entertainment system, Simple security, Radar, Radar detector, Nav System, Auto-pilot, Bed, Mini-galley, Environmental Control, Crash control, Armored Hi-Power headlights x 2, Pintle mount (no weapon included)

Kundalini Roadworks "Bedouin" Truck

A serious vehicle that is designed to be a home away from home, this is a dream for a Nomad with kids. Very popular with corporate crews assigned to the wilderness. The Bedouin comes with canvas tent-like annexes that extend from all sides, providing shelter and living space beyond the confines of the vehicle, and giving the truck a look similar to that of old Arabic nomads.

STATISTICS:

Top Speed: 60 mph
Crew: 2
Pass: 4
Maneuver: -3
SP: 20 (A1)
Mass: 4480kg
Acc/Dec: 15/40 mph
Range: 500 miles
Cargo: 5 spc, 1500kg
SDP: 112 (B5)
Type: Pickup
Cost: 105,000 Eb

SPECIAL EQUIPMENT:

Accommodation outfitting (toilet, shower, mini-galley, wetbar), Fold down beds for 6, Laser-comm, Military radio w/scrambler, Stereo plus, TV/VCR, Holosystem, Light.Amplification and Image.Enhancement optics, Thermograph and Teleoptics, IR sensors[passive], Nav system, Radar detector, Shocker security system, Armored searchlights x 4, Armored headlights, Sonics, Off-Road capable, Canvas annexes attached to sides.

ARMAMENT:

7.62mm MG with 300 rounds (in Pintle Mount).

Imperial Metropolitan Agriculture Nomad

A good basic vehicle for Nomad families or for Techies, this makes a great basis for custom outfitting. Fit it out for surveillance, mobile workshops, moving storefronts for Fixers, storage facilities for organleggers, or just as a mobile home. Make it your own.

STATISTICS:

Top Speed: 75 mph
Crew: 1
Pass: 2
Maneuver: -3
SP: 20 (A1)
Mass: 3200kg
Acc/Dec: 15/40 mph
Range: 300 miles
Cargo: 11 spc, 1056kg
SDP: 80 (B4)
Type: Pickup
Cost: 51,000 Eb

SPECIAL EQUIPMENT:

Radio, TV/VCR, Mini-galley, Beds for 2, Stereo, Toilet, Shower, Wet Bar, Off-Road capable

NOTE:

3 cargo spaces are allocated to internal fittings such as wardrobes, etc.

Spinelli Autotech Shiltron Twin Cab

Spinelli Autotech has captured the European commercial vehicle market with the Shiltron, due to its stylish yet robust design. Designed to move a ton of cargo anywhere in a city, it has proven a great platform for tech-teams, rockerboys on the move, or, with modification, an inexpensive ambulance. A solid, dependable utility vehicle.

STATISTICS:

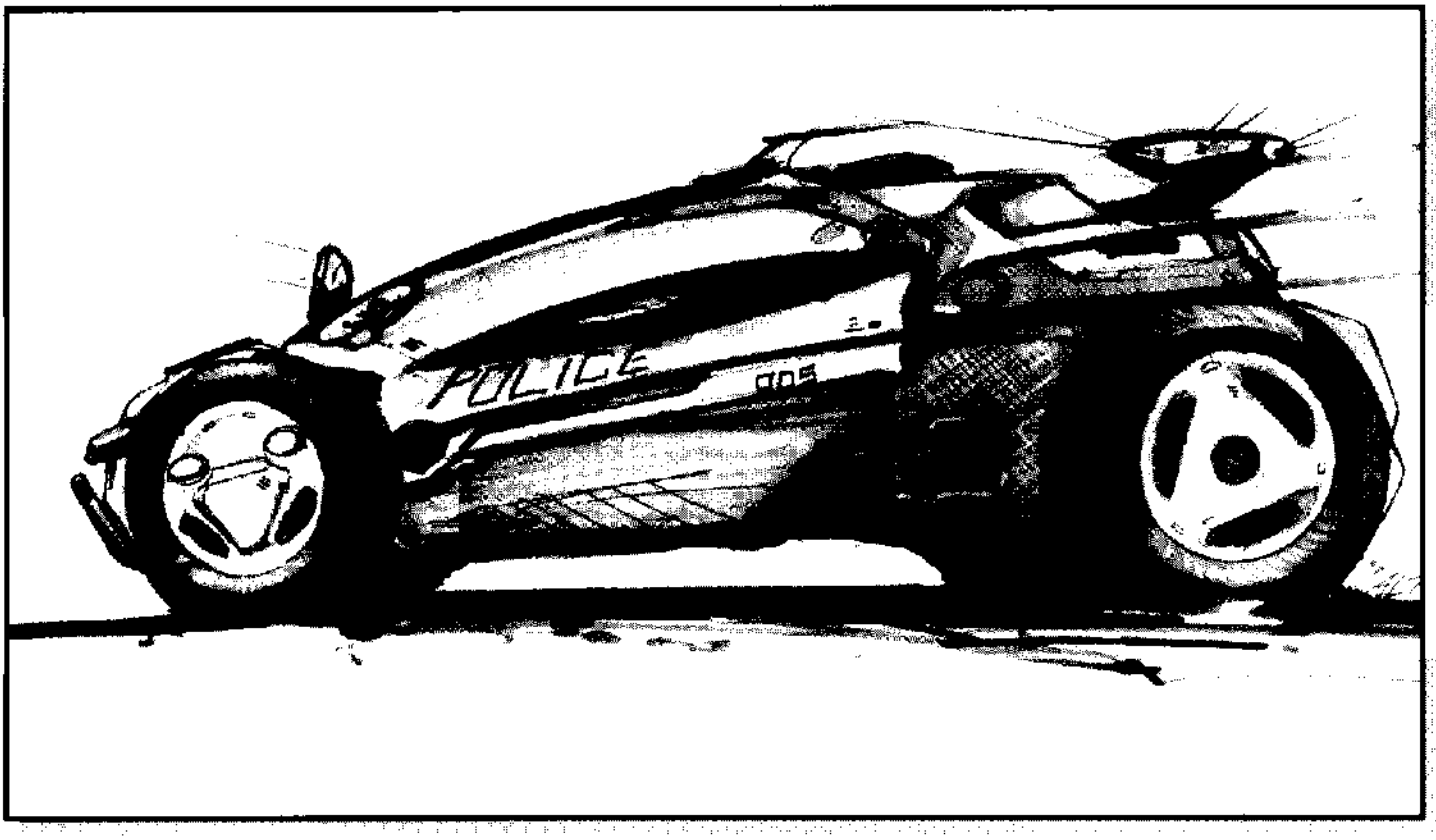
Top Speed: 70 mph
Crew: 1
Pass: 3
Maneuver: -3
SP: 10 (A0)
Mass: 3200kg
Acc/Dec: 15/50 mph
Range: 300 miles
Cargo: 16 spc, 1056kg
SDP: 80 (B4)
Type: Pickup
Cost: 55,000 Eb

SPECIAL EQUIPMENT:

Cell phone, Radio, Auto-Pilot, Nav system, Cybercontrols, Stereo, Light Amplification optics, Simple security

ECONOMY VERSION:

Remove all special equipment, reduce cost to 40,000 Eb



MacLaren/Jaguar XJ220C-P Police Interceptor

A revival of a 1990's design using 2020's tech, this car exudes style and performance. The basic version of the XJ220C-P is supplied unarmed, but some police departments will fit small armament packages in the front cargo area. Police equipment includes a full sensor suite linked to a communications console/computer. The passenger space is a small holding area (rated SP30) directly behind the two crew.

STATISTICS:

Top Speed: 170 mph
Crew: 2
Pass: 1
Maneuver: +1
SP: 30
Mass: 4000kg
Acc/Dec: 25/80 mph
Range: 350 miles
Cargo: 1.5spc, 1330kg
SDP: 100(BS)
Type: Car
Cost: 165,000 Eb

SPECIAL EQUIPMENT:

Military radio w/scrambler , Cellular phone, Comm-suite, Nav system, Stereo plus, VCR/TV, Crash control x 2, Cybercontrols, Lights/Sirens, Armored spotlight and Hi-Power headlights, Radar and Radar detector, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Laser detector, Simple security.

ARMAMENT:

None, but options include:

40mm Auto Grenade Launcher
12.7mm Machine Gun
7.62mm Machine Gun
37mm LATG

SPINELLI AUTOTECH SPIRIT

Spinelli AUTOTECH

This luxury car is primarily built to protect diplomats in low to moderate threat areas. Designed more to get out of trouble than to fight it out, it still has teeth. The "Spirit" can also be seen carrying Corp execs and successful rockerboys.

STATISTICS:

Top Speed: 100 mph
Crew: 2
Pass: 4
Maneuver: +3
SP: 40
Mass: 5000kg

Acc/Dec: 21/80 mph
Range: 267 miles
Cargo: 0 spc, 1660kg
SDP: 100 (B5)
Type: Car
Cost: 235,000 Eb

SPECIAL EQUIPMENT:

Cybercontrols, Radar, Scrambled radio, Cell phone, Stereo plus, TV/VCR, Nav system, Environmental control, Damage control, Laser and Maser sensors, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 4, Armored Hi-Power headlights.

ARMAMENT OPTION:

40mm Automatic Grenade Launcher with 5 magazines, w/Stabilized Articulated Front Mount; +1 Visual Rangefinder, +2 Computer sight

TETRACORP DR2100 MULTI-FUEL LONGNOSE

This is the most common tractor-trailer rig seen on the roads of Australia, and is also a popular choice for other long-distance runs worldwide. This truck carries its crew comfortably, with a sensory suite assisting the driver in avoiding trouble. Options include cybercontrols (46,000 Euro) and a variety of pintle-mounted weaponry (500 Euro plus the weapon).

STATISTICS:

Top Speed: 101 mph
Crew: 2
Pass: 0
Maneuver: -4
SP: 40 (A2)
Mass: 9300kg

Acc/Dec: 10/30 mph
Range: 1300 miles
Cargo: 36,000kg trailer
SDP: 140 (B7)
Type: Truck
Cost: 200,000 Eb

SPECIAL EQUIPMENT:

Radar, Radar detector, 500km range Radio, Cell phone, StereoPlus,TV/VCR,Nav System, Environ Control, Simple security, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Crash control x 2, Armored Hi-Power headlights x 4, Fold-down bunk, Toilet

MILITARY VEHICLES

PANEUROPE VBL APC

A light patrol vehicle used by the French for reconnaissance, the VBL comes in short and long wheel-base versions. The longer version is presented here. This vehicle has been sold world-wide and can be seen in the arsenals of many armies, as well as some security companies.

STATISTICS:

Top Speed: 70 mph
Crew: 2
Pass: 2
Maneuver: +2
SP: 40(A2)
Mass: 3200kg

Acc/Dec: 24/70 mph
Range: 435 miles
Cargo: 1 spc, 1067kg
SDP: 80 (B4)
Type: Car
Cost: 145,000 Eb

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Military radio w/scrambler, Image Enhancement and Light Amplification optics, Nav system, Thermal Imaging and Tele-optics, TV/VCR, Stereo plus, Cybercontrols, IR baffling, Reactive armor, Remote targeting

ARMAMENT:

Painting laser (hand-held), 8 IR Smoke dischargers

ARMAMENT OPTIONS:

1: Auto-GL in pintle mount (+5,000 Euro)
2: 15mm HMG/pintle mount (+5,000 Euro)
3: 7.62mm MG/pintle mount (+1,700 Euro)

PANEUROPE ZOBEL (EUROLAV II)

The successor to the reconnaissance vehicle developed by the Europeans in the 1990's, the EuroLAV II is heavy on sensors and communications gear. Not the cheapest light vehicle around, but the Euro's tend to go for quality first, and it will go just about anywhere. The armor slows it down a fair amount, unfortunately.

STATISTICS:

Top Speed: 60 mph
Crew: 2
Pass: 2
Maneuver: +1
SP: 40(A2)
Mass: 3200kg

Acc/Dec: 20/60 mph
Range: 435 miles
Cargo: 10 spc, 1067kg
SDP: 80 (B4)
Type: Pickup
Cost: 105,000 Eb

SPECIAL EQUIPMENT:

Off-Road capable, Amphibious modifications, Fire extinguishers, Environmental control, Laser-comm, 2 x Mil radios w/scrambler and decoder, Satellite uplink, Stereo, TV/VCR, 8 IR Smoke launchers, Image Enhancement and Light Amplification optics, Nav system, Military Radar detector, Military Radar with terrain-following, Thermal Imaging and Tele-optics

ARMAMENT OPTIONS:

1: Auto-GL in pintle mount (+5,000 Euro)
2: 15mm HMG/pintle mount (+5,000 Euro)

HOVERS/GEUS

KUNDALINI ROADWORKS GEVHOG

Kundalini keeps up its reputation for innovation with this machine, an inexpensive hover which is ridden like a large motorcycle or a giant jet-ski! Reminiscent of an old German machine, the "Kettenkraftrad", it is popular with ship owners and sea nomads as a small runabout.

STATISTICS:

Top Speed: 90 mph
Crew: 1
Pass: 3
Maneuver: -2
SP: 0

Acc/Dec: 15/10 mph
Range: 405 miles
Cargo: 1.6 spc, 216kg
SDP: 13 (B1)
Type: Hover

Mass: 650kg
Cost: 16,100 Eb

SPECIAL EQUIPMENT:

Stereo (Cybercontrols cost an additional 6240 Eb)

CADENCE INDUSTRIES HOVERVAN

Cadence Industries has developed a relatively solid hovercraft for utility use. Used in areas such as East Anglia and other flooded lowlands, it gives the speed of a car and the accessibility of a boat.

STATISTICS:

Top Speed: 75 mph
Crew: 1
Pass: 3
Maneuver: -2
SP: 20(A1)

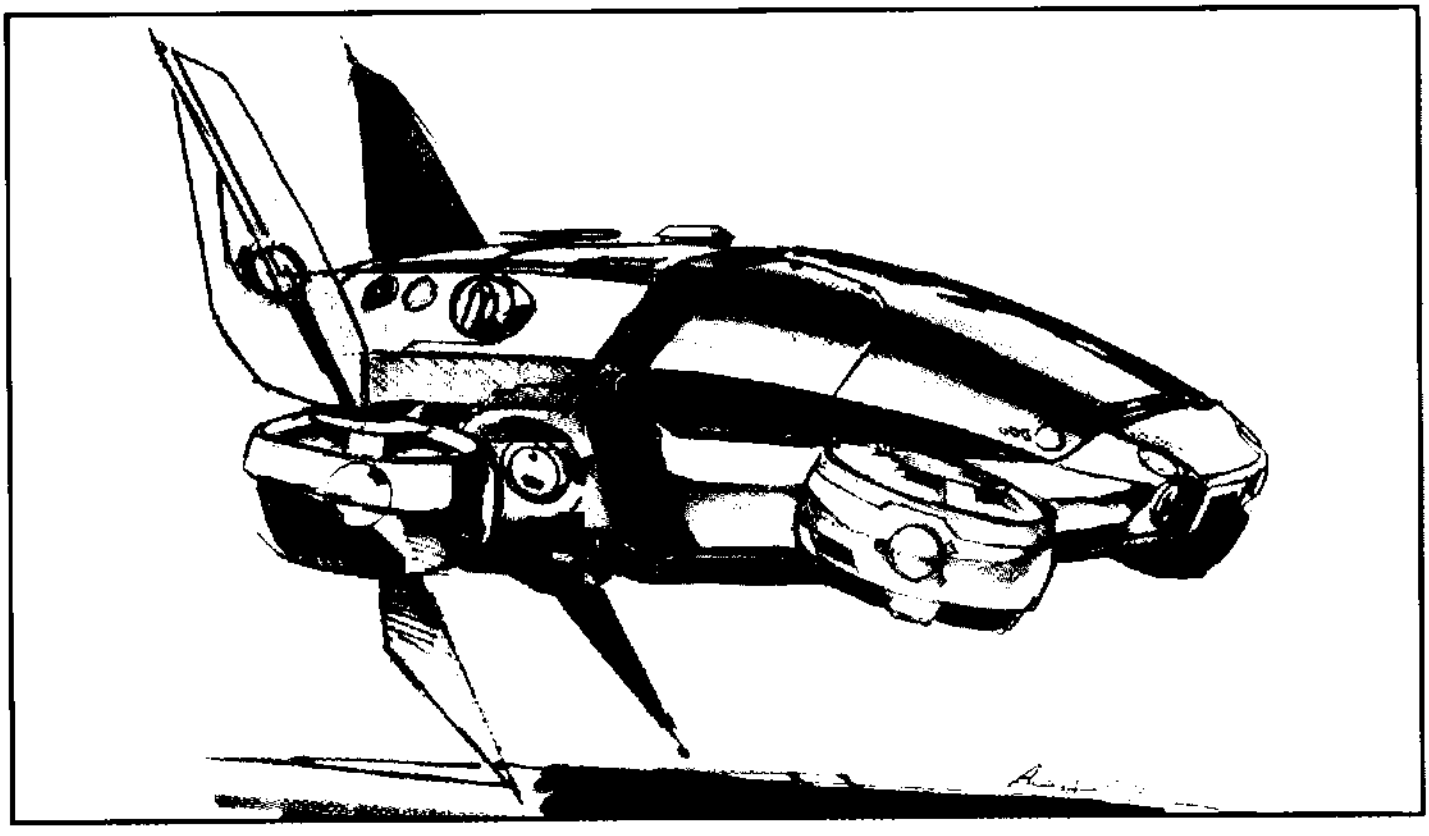
Acc/Dec: 15/10 mph
Range: 400 miles
Cargo: 7 spc, 1330kg
SDP: 50 (B2)
Type: Hover

Mass: 5000kg
Cost: 105,000 Eb

SPECIAL EQUIPMENT:

S500km Civilian radio, Cellular phone, Armored searchlight, Light Amplification and Tele-optics, Radar, Simple security, Stereo, TV/VCR

AERODYNES



BELL-BOEING AIRCAR

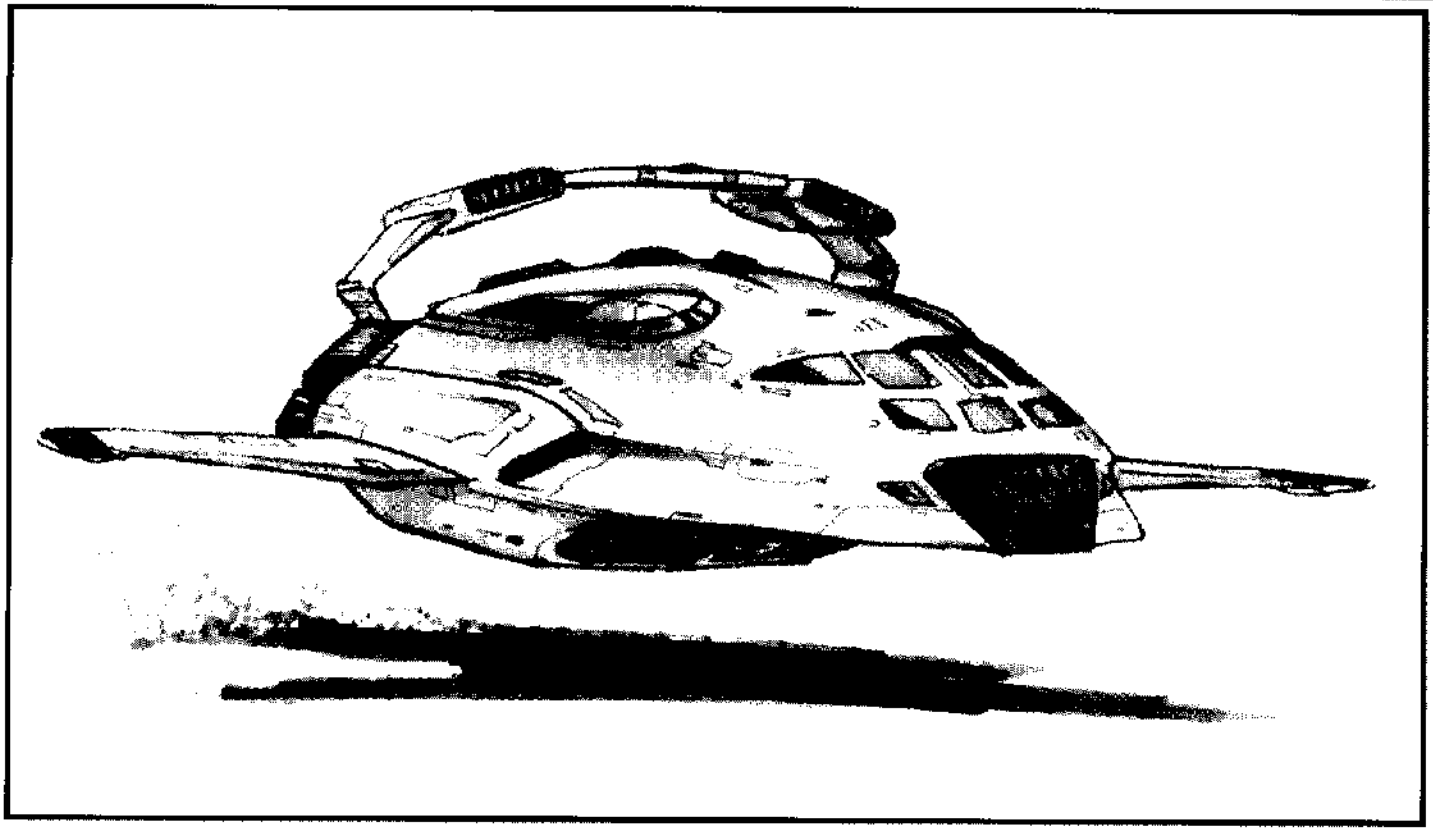
The Aircar was the early predecessor to the luxury personal aerodynes of today. It was released in early 2010 as the "luxury" alternative to the AV-4. Priced well above most incomes, only a few corporate CEO's and rental services purchased any. Today, with the advent of aerodynes that sacrifice economy for speed and maneuverability, the Aircar has been relegated to lower-echelon execs and small businesses.

STATISTICS:

Top Speed: 360 mph
Crew: 1
Pass: 5
Maneuver: +2
SP: 8(A0)
Mass: 1 ton
Acc/Dec: 10/20 mph
Range: 1330 miles
Cargo: none
SDP: 40(B2)
Type: AV/Osprey
Cost: 300,000 Eb

SPECIAL EQUIPMENT:

Crash control x6, Environmental control, Fire extinguisher, Radio, Auto-Pilot, Nav system, Entertainment system, Tele-optics, Radar



BRITISH AEROSPACE AV FAB

This is the European equivalent of the AV-9. Its cargo capacity is superior, and it has a superb range, but a much slower top speed. Like the AV-9, it also has a detachable module for a variety of uses. The military version is considerably more expensive. Some poser gangs would love to get hold of one of these, due to its resemblance to *Thunderbird 2* from an old 20th-century flat-vid.

STATISTICS:

Top Speed: 225 mph
Crew: 2
Pass: 4
Maneuver: 0
SP: 25(A1)
Mass: 10 tons
Acc/Dec: 50/50 mph
Range: 1600 miles
Cargo: 4spc, 3333kg
SDP: 250(B12)
Type: AV
Cost: 840,000 Eb

SPECIAL EQUIPMENT:

Crash control x2, Ejection seat x2, Environmental control, Fire extinguisher, Military radio w/scrambler & decoder, Satellite uplink, Auto-Pilot, TV/VCR, Stereo plus, Nav system, Military radar and Radar detector, 2x Searchlights, Light Amplification and Tele-optics, Thermograph, Bed, Life support 16man/hrs.

NOTES:

Carries a 35-space cargo module. Cybercontrols cost an additional 420,000 Euro

ARMAMENT:

30 mm auto-cannon with 1100 rnds stabilized, turret mount, radar range finder,+4 Computer.

MILITARY VERSION STATISTICS:

Top Speed: 270 mph
SP: 40(A2)
Cargo: 4spc, 3333kg
Cost: 3.15 million Eb

SPECIAL EQUIPMENT:

As above, but cargo module is only 25-space, plus cyber-controls standard

ARMAMENT:

As above, plus AEMS, 8 IR smoke dischargers, Upgrade to +5 Fire-control Computer

Mexican Metals Llama

If you want a cheap way to throw your life away in an AV, this is just for you!! A barely airworthy airframe attached to a cheap upscale of APCA flight gear, many countries won't even let them into their airspace! Others think it's the best thing to hit the AV scene in years, making flight more available to everybody.

STATISTICS:

Top Speed: 100 mph	Acc/Dec: 50/50 mph
Crew: 1	Range: 800 miles
Pass: 1	Cargo: 6 spc, 173kg
Maneuver: 0	SDP: 15 (B1)
SP: 1	Type: AV
Mass: 520kg	Cost: 33,000 Eb

SPECIAL EQUIPMENT:

Stereo plus, Ejection seat x1, 500km radio, Cybercontrols.

OPTIONS:

Downgrade the Stereo, and get a second Ejection seat free!

MacLaren/Jaguar Sports Aerodyne

A plaything of the obscenely rich, this is at the cutting edge of European AV technology. More likely to be seen in vid-shows & brain-dances than in real-life, it is still attracting modest sales at the senior executive level. This is the 2020's AV equivalent of the 20th Century Lear Jet in status.

STATISTICS:

Top Speed: 810 mph	Acc/Dec: 100/75 mph
Crew: 1	Range: 1200 miles
Pass: 1	Cargo: 1 spc, 650kg
Maneuver: +3	SDP: 50
SP: 10	Type: AV
Mass: 2000kg	Cost: 1.5 million Eb

SPECIAL EQUIPMENT:

Ejection seat x2, Cybercontrols, Crash control x2, Laser-comm, Civillian radio w/scrambler, Cellular phone, Radar w/terrain-following and Radar detector, Nav system, Auto-Pilot, Image Enhancement and Light Amplification optics, Thermograph and Teleoptics, Stereo plus, TV/VCR, Environmental control, Hi-Power headlights, Shocker security

Abbreviations and New Equipment:

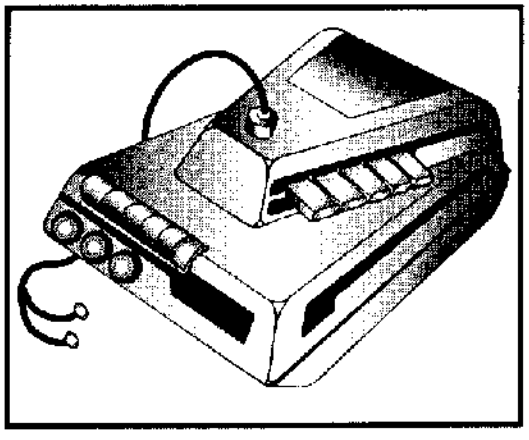
Abbreviation:	Explanation:	
Crash Control	Crash Control System	*Maximum Metal*, pg. 23)
Stereo Plus	1000 Euro stereo	*Maximum Metal*, pg. 26)
TV/VCR	Video player & screen	*Maximum Metal*, pg. 26)
Hi-Power Headlights	Headlights as per basic	*Maximum Metal*, pg. 27)
Teleoptics	Telescopic Optics	*Maximum Metal*, pg. 27)

New Equipment	Explanation:
Toilet	1 space, 500 Euro
Shower	2 spaces, 500 Euro

NETGEAR & SOFTWARE

THE NET IS BECOMING A PLACE OF RAPID EVOLUTION, VIOLENTLY DARWINIAN. THE SMART ADAPT AND SURVIVE; THE STUPID STUMBLE AND DIE.

—SPIDER MURPHY, *NOTES FROM THE NET*



SHADOWDECK

4500eb

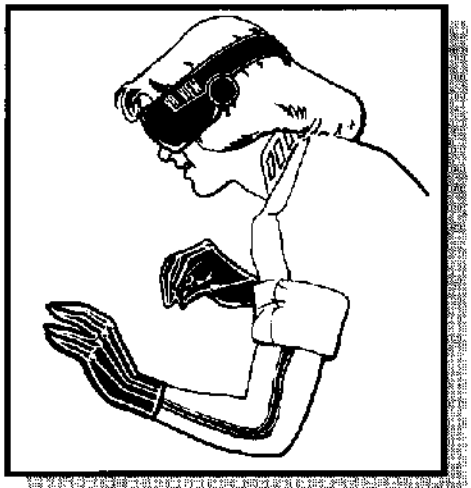
The biggest problem faced by Netrunners is being traced to their home location. The Shadowdeck is designed to provide a concealed entry point for Cellular Decks, while also fooling tracing programs (like Bloodhound). The Shadowdeck is made up of two distinct elements. A special hard-wired Cyberdeck which has the same statistics as EBM PNI 210 (*Chrome 3*, pg.63). The deck is portable, and must utilize a normal line into the Net. Its memory is ROM-based only and has a Watchdog program built into its system. The second part is a cellular receiver designed to accept a signal from a cellular cyberdeck (note that cell-decks are designed to "call" into the city's universal entry points. Altering the celldeck to give the Shadowdeck calling priority may require a Difficult *Cyberdeck Design* roll).

The user of a Celldeck "calls" the Shadowdeck and is connected to the Net through the Shadowdeck's "phantom deck" (the phantom has all its features "hard-wired" into the system. The netrunner can neither change nor utilize any of the functions of the phantom deck; hence its name). The speed of the 'runners deck is at -2 while doing so, and it cannot affect or access this phantom deck while on a run. When a tracing program (like Bloodhound), or an anti-deck program (like Firestarter) starts tracing the signal of the runner it will first reach the Phantom deck. It will expend it's functions on the "phantom" deck, leaving the netrunner's deck (and the 'runner himself) unharmed. Functions that cut the netrunner's connection to the Net are still effective, though.

If the tracer is a human 'runner/sysop or an AI, the procedure is different. Roll 1D10. On a roll of (10-INT of the runner/AI, add 1/2 their *Interface* ability) or less, the trace will stop at the phantom deck. If the roll is not made, the "phantom" has been penetrated, and the trace will continue to the "true deck". However, the phantom deck's internal Watchdog routine alerts the netrunner to this fact. The phantom deck can be programmed to immediately sever the link to the home deck if the facade is broken. Note: This deck is not normally available on the open market, so prices can fluctuate widely. More efficient versions, in which detection rolls are (12-INT) or higher, are available at inflated costs.

GLOVES AND GOGGLES INTERFACE

100eb



The staple of Netrunners before the age of the neural interface and cybermodem link, the "G & G" system (often nicknamed GloGo Rigs) has long since been rendered obsolete by conventional neural interfacing technology. Made up of two parts: a set of oversized glasses which includes a wrap-around screen and position-sensitive sensors, and a sensory "glove", also with position sensors.

While using the GloGo interface, the user in unaffected by Anti-Personnel Programs but suffers a -3 to the Interface skill. If used with a mainframe, a character can reduce the *Expert* (Complex Computer Language) skill penalty by two (i.e., from a -3 to a -1). See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg.145. **Note:** Mentioned in the description of Explorer One retro-cyberdeck (*Chrome 3*, pg.65). Good for those meat-deckers in the group.

"HOT KEY" KEYPAD

100eb

Those who use mainframes for Netrunning have always been the snails of the Net. The problem's is the thought-action of Interfaces are just simply superior than eye-hand coordination, even with "GloGo" rigs and complex graphical interfaces. The "Hot Key" pad can be programmed to reduce key-punching to a bare minimum. Each button can be programmed to activate a macro (pre-programmed series of commands), or other function. A program can be launched, a file can be downloaded with but a touch of a button. Reduces the *Expert (Complex Computer Language)* skill penalty by one (-3 to -2, for example). Note: cannot be used with the "G & G" interface, as it is already incorporated in a different form there. (See "Netrunning with Mainframes" in *Bartmoss' Guide to the Net*, pg.145).

DATA CACHE

price varies

Moving large chunks of valuable data? Scared to put it on the Net in case someone snatches it? Transferring your Data Backups or your company AI? Your should be using the Whitegate Data Cache. Modeled on the proven security of the Arasaka Jetsetter Briefcase, the Whitegate is fitted with 100 or 200 MU of non-volatile memory which must be connected to a suitable mainframe for access. For added security, you can load your own choice of ICE into the access protocols. Only 8000eb for the 100MU cache; 10,500eb for the 200MU cache, and 13,000eb for our maximum 300MU cache!

Game notes:

SDP 15, SP30. The Data Cache cannot be accessed by a cybermodem (insufficient processing power to address the memory).

TRANSCRIPTOR

150eb

A transcriptor is a cybermodem option that, when attached to a printer, will print out all netspace locations visited, programs and icons encountered, and files copied—a hardware version of the *Instant Replay* utility program. Provides a great record for your solo friends to find out what happened to you—and in the wrong hands—a great record of your Net-crimes and transgressions.

Microtech
ARTIFICIAL INTELLIGENCE +

MICROTECH RESIDENCE

150,000eb

With the increasing number of low-level AI's available, Microtech is proud to announce the release of their new RESIDENCE cybermodem add on. Recently cleared for non-military sale to corporations (Near Impossible *Streetdeal* roll to obtain privately), the two-case device connects to your cybermodem ports and provides enough processing and memory power to support a Guardian-class AI (max INT 6). The device is completely "netspace transparent" and has no effect on the functioning of your cyberdeck other than increasing power usage (including battery drain) by a factor of x4. The unit contains 3 CPU and 40MU (accessible by the AI only, and used to store its core programs and 20MU of free memory). The following skills are hardwired in: *Interface 7*, *Programming* 10, *System Knowledge* 10, and *Education/General Knowledge* 6. Military versions also contain *Ejector*, a specialized AI spore program which packs up the AI with the memories of its current mission, and using stealth/evasion programs, returns the AI to a pre-set "home base" to be debriefed. The Residence maintains its military roots with an SP20 armored chassis and EMP shielding, but Microtech will ship it in the color of your choice. Case size is 3'x2'x6".

PROGRAMS

NEW PROGRAMMING MODIFIER

Code Optimization

Increases the Difficulty by +10, cuts the final MU of the program in half (round up). Tighter code-writing results in the use of less storage space.

MIRROR

1200eb

Class: Anti-IC

STR: 5, MU: 4

Mirror is a defensive program that returns Hellbolts to their origin, be it Demon, netrunner, or AI. The source is then attacked by the Hellbolt. A more advanced version of Reflector, the program must defeat the Hellbolt in a STR vs. STR roll in order to return it to its sender.

WEED

630eb

Class: Anti-System

STR: 2, MU: 3

Options: Endurance

When a Weed program successfully attacks the target system, it will reduce that system's speed by -1 (cumulative) until the program is destroyed.

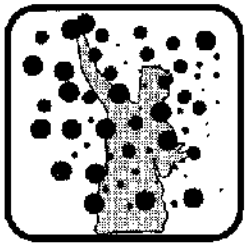
NINJA

1520eb

Class: Anti-IC

STR: 5, MU: 5

The Ninja is an invisible killer routine that functions just as a Killer V does, except it strikes invisibly. The netrunner must have See Ya (or other invisibility-revealing program) in order to locate a Ninja.



RED-OUT

6750eb

Type: Anti-Personnel

STR: 5, MU: 4

This Glue variant locks the netrunner completely, preventing him from moving or accessing the menu for 1D6 turns. It is currently not very common, but is gaining acceptance among Level 2 and 3 corp-runners. Some sadistic netrunners like to "Red-Out" their opponents, then shred them with Hellbolts as they stand helpless.

The Audio Virus

8000eb

Type: Anti-Personnel

STR: 5, MU: 5

Okay, you folks have heard of that obnoxious anti-personnel program Spider Murphy reported in the 'Netguide, which simulated a nasty smell that made the unwary 'punk vomit. But that's old news... The newest fad on the Internet is the Audio Virus. If it overcomes a 'deck's defenses, it will play a sound or tune to the affected runner—at something above 180 decibels! The most nasty thing to hurt your victim with would be random noises, but the NetWatchers can tell you that bad music is very effective, too. Just plug in those leftover 20th-century tapes of Julio Iglesias or Take That and see your enemies run!

The standard Audio Virus (actually a pretty normal Anti-Personnel program) has a writing Difficulty of 32. Its icon is, of course, a stereo system. Roll a normal anti-personnel program attack. If you succeed, the target loses 1D10 REF temporarily, and is at -2 INT until he kills the program. If the runner's REF is reduced to 1 or less, he must immediately jack out of the Net. The referee may give additional stat penalties for sounds and/or music that would be exceptionally disturbing/annoying to the victim. A hip techno-netjunkie might be particularly vulnerable to Beethoven, while that hardliner Kerry Eurodyne fan might react allergically to a Beatles song—even Arasaka is said to really hate Silverhand.

Translator 2000

240eb

Type: Utility

STR: 4, MU: 2

This utility can take three digital images of a single object and convert them into a Creator virtual within 30 seconds. It was designed by Fujitsu World Entertainment to create their Virtual Sci-Fi show *CosmoPolice Adventures* by taking shots of the original set from three areas and feeding them in. The rooms took about 20 minutes each, due to the subprogram that removes objects with only one or two dimensions (i.e., only in one picture).

DeckShield One

320eb

Type: Protection

STR: 6, MU: 2

This program is designed to retard anti-cybermodem attacks with a fair degree of efficiency (adds +3 to your deck's Code Wall STR). As it must be kept running for effect, it's only usable with decks that have a memory-swapping function or the capability to use two programs simultaneously.

IGOR

4800eb

Class: AI/Utility

STR: 4, MU: 7

Is life getting you down? The real world intruding, calling you away from valuable net time? Need to be linked, but can't spare 24 hours a day? You need help! And with the new "Igor" resident on-line assistant, you can take care of those annoying mundane activities (eating, sleeping, fire-fights, etc.) and let Igor do your on-line work for you!

The "Igor" routine is a small and not-too-bright Artificial Intellect that requires a minimum of an INT 3 computer to run. Igor counts as one of the programs that can be run on such a machine with the Multitasking program (allowing two other programs to be run by Igor).

What can Igor do? Anything a normal netrunner could do, at an INT and Interface of 5! Igor can act as an AI netrunner operating from his resident PC. Igor's not too bright, though, and must be given specific instructions for reaction to specific situations. For instance, if a runner is monitoring a net fortress, Igor can operate the surveillance programs while the runner isn't there, and even watch for specific events or signals, if ordered. Should something unforeseen occur—say, a successful attack by another party which allows the spying runner a chance at accessing the fortress—Igor won't do anything about it unless ordered or attacked! If actually attacked, Igor will react in the safest fashion (retreating, hiding, disconnecting, etc.) that still allows it to follow its orders. Please note that Igor cannot function when a runner is operating through the PC! Igor is an artificial replacement, not a supplement.

Game masters should demand explicit orders for Igor, remembering Murphy's Law of Robotics: If there is a way for Igor to misinterpret an order, it will, and at the worst possible time...

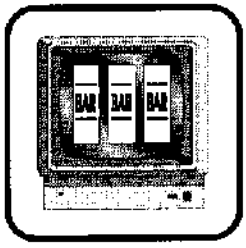
GUEST BOOK

200eb

Class: Utility

STR: 4, MU: 2

Guest Book is a simple program that keeps track of who has occupied a Net area for a fixed period of time. Whenever a runner moves with in two grid squares of a guest book program, they have "signed" the book (netrunners operating under invisibility/stealth routines are not detected). A Difficult *Interface* roll will allow a runner to know that they have been tagged. If they want to erase their entry from the log, treat it as an a STR 3 Code Gate. Upon termination of this program, e-mail is sent to a predetermined account with a log of all the icons that have passed. This is a common surveillance tool in public-access corporate data fortresses.



A Picture's Worth

1200eb

Class: Encryption/Utility

Strength: 2 , MU: 6

This a complex utility based on Creator and Packer. This program encrypts data files and hides them within the code for a virtual reality, e.g. the scrambled text of a black ops file could be hidden in the code of a virtual desk in a data fortress. Retrieving the code without a program will involve going through the programming code of the virtual object line by line and extracting all the extra data that's not part of the image. Once removed, the data must be unscrambled, which is a chore in itself. One full file of information (1 MU) can be encrypted inside of every two MU used for the virtual image. Thus 64 MU of data could be secreted in a photo-realistic virtual city. The main drawback is that the virtual reality's memory size will unavoidably swell however many MU's are put it in, and an observant netrunner/sysop will undoubtedly notice the excess size of the file. Note: the data itself is not in the image, it is in the Memory Unit where the image data is stored, and the runner must examine the file to get the data. He cannot simply examine the image itself.

Superballs

500eb

Class: Evasion/Anti-IC

Strength: 3, MU: 4

Superballs is a distraction program designed to overload a deck's net-object tracking routines. Simply put, the program generates thousands of objects in the tracking space of a netrunner's icon. This forces the 'runner or target system to attempt to re-align its tracking routines (or, in the case of a 'runner, ignore the superfluous virtual objects). Roll 1D10 and add the system's INT ('runners add their INT and Interface); on a 15+, the program's effects are ignored for that turn. Test every turn until the program is canceled or destroyed. If the program has an effect, the subject receives a -3 to initiative for that turn.

Swarm

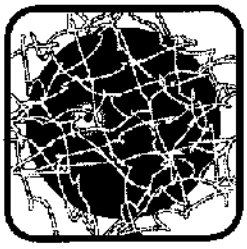
3000eb

Class: Anti-IC/Anti-System

STR: 1, MU: 7

Options: Endurance, Re-rezz

Swarm is activated as a single, Strength 1 program. Once it successfully penetrates the CPU of a target system, it starts reproducing! Its subroutines will cause the target deck's RAM to make a duplicate of Swarm each round—under your control! The original will continue to duplicate until destroyed, eventually engulfing the CPU with sheer force of numbers. If the original program is destroyed, you can "re-launch" one of the duplicates to continue the process.



Grid Wave

20,000eb (if you could find/buy it!)

Anti-System (specialized for IG Algorithms)

STR: 7, MU: 8

Originally developed from research done by Langley Microsystems (a sub-developer on the original I-G Net Algorithms) as a company-only tool to test netspace integrity, this routine was stolen and "improved" by "vandal" Netrunners. Simply put, this program attacks the subroutines that make up the I-G Algorithms themselves! By sending out continual waves of netspace distortion that alter the navigation and positional signals of cyberdecks and datafortresses alike, it attempts to "burn out" all objects in a cyberspace area.

A Grid Wave attack starts from a single square and advances to 10 square radius limit. Note: occupants and objects in the center square are not initially affected (runner must make a Very Difficult REF roll in order to jack-out immediately after launching the program to avoid its effects). If an object in cyberspace (programs, datawalls, codegates, etc.) fails a 50% roll, it is de-rezzed from netspace. A affected netrunner must make a Very Difficult Interface roll to remain jacked-in. Even if he is successful in avoiding being ejected from the net, his icon is shifted to the edge of the area of effect. His netspace movement is reduced to 1 for 1D10 net rounds and his Interface ability suffers a 1D6 penalty 1D6 net rounds. The 10-square radius area cannot be entered for 1D6+4 net rounds (it doesn't exist!) until the local netspace servers rebuild the area. Warning: use of this program will be immediately picked up by Net Watch within an area up to the size of a city subgrid.

Scribe

no price (must be written, Difficulty 47+)

Class: Anti-IC/Utility

STR: 6, MU: 8

Options: Pseudo-IQ, Recognition, Fractal Icon

First used by Rache Bartmoss on one of his infamous "Rustbelt Regional Rampages", the code has since been spread around. You'll find most the top-name Pro Runners using it now.

When activated, the program spends one round surveying its surroundings (5 grid square radius) before attacking the target program. On a successful attack it re-writes the program's priority to below that of the lowest priority device in the area, thus placing the program's execution so far down the queue that it's "frozen" in place. Scribe then analyzes the ICE, breaking it down into component code groups and writing it to memory (Pseudo-IQ). The copied program is not functional, but it may be easily be reconstructed. each MU of target program takes 1 net round to copy, during which time, the netrunner may not launch further applications. To save time, Scribe can be pre-instructed to note, but not copy, such standardized code as Recognition, Trace, etc., allowing the runner to substitute his own when reconstructing the program. This function will only work with commercial programs, not custom ones.

Game Note:

In the months since Scribe's debut, the following Programming Options have appeared in corp-created programs (Refs take note).

Suicide pill (Difficulty +2) –If the program is copied, it self-destructs, de-rezzing the program being copied.

Copy-trap (Difficulty +5) –If the program is copied (by Vampire, Scribe or via the Doppleganger routine), it infects the copy program with a destructive virus, destroying the copying program.

FASHION

STYLE IS EVERYTHING IN 2020. IT DOESN'T MATTER IF HOW GOOD YOU ARE, IF YOUR LOOK DOESN'T CONVEY THAT "I KNOW WHAT YOU NEED" APPEAL, YOU'RE A LOSER. SO OPEN YOUR EYES AND ACCESS THIS, YOU GRUNGEHEADS, BECAUSE EVEN IF *YOU* DON'T CARE WHAT YOU LOOK LIKE, YOU'D BETTER REALIZE THAT THE PEOPLE WHO HIRE YOU WILL ...

GENERIC

This is the stuff you would find in mega-stores and mallplexes. It's one step beyond plain jeans and t-shirts - minus the cotton. Cotton and other natural fibers are luxury items these days. Generic clothes are 100% synthetic, modular, recyclable, cheap, and *very* common. This is fine for casual wear, but you'd better plan on donning something with a bit more bite if you want to score.

WHO WEARS THIS?

Mallplexers, kids, average college types, beavers, junior model wannabees, Ronin who don't care about fashion or don't like attention, and older folks who don't care much about "fashion" anyway. In others words, people with an eye for style, but very little money to fill it.

SAMPLE OUTFITS

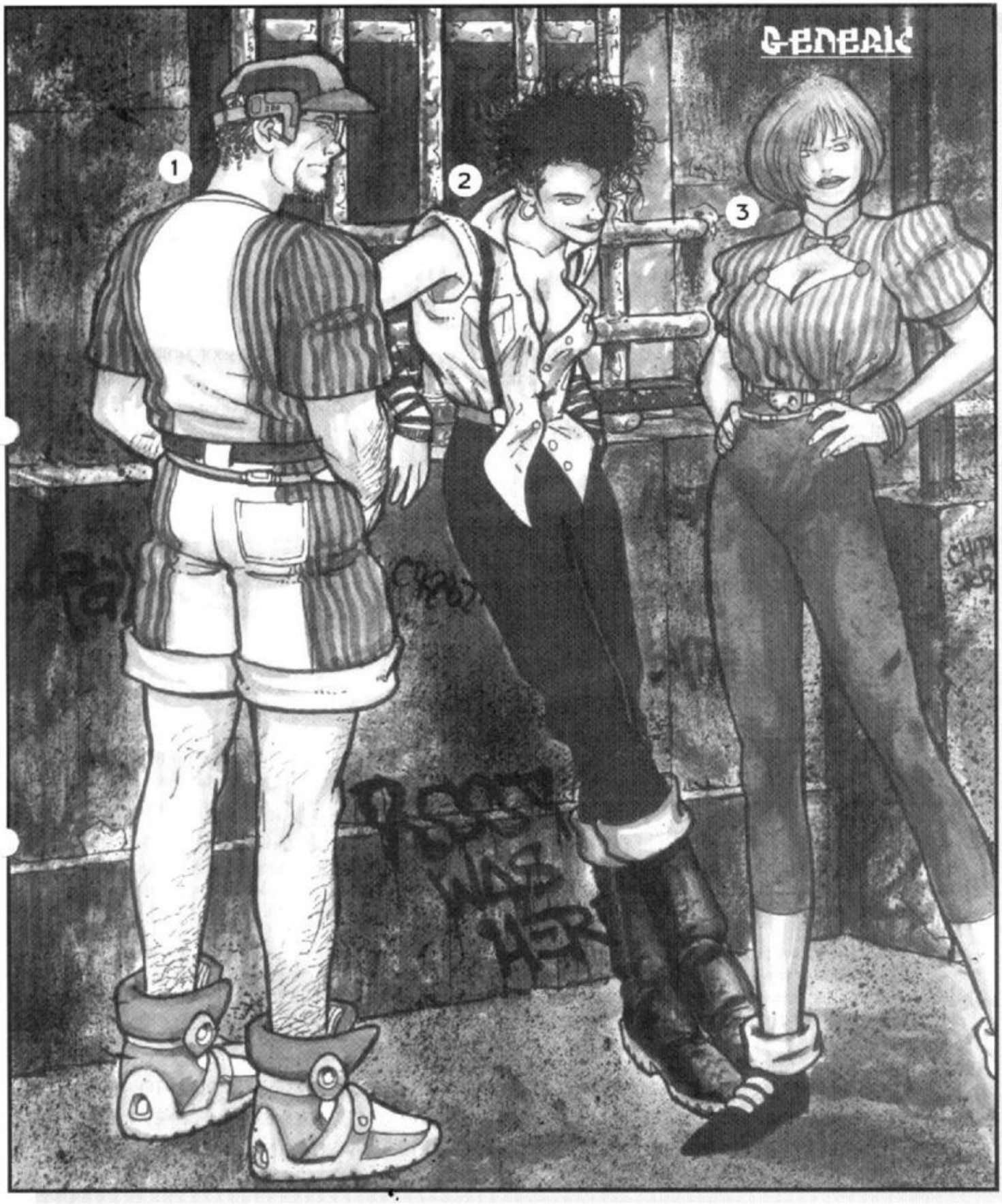
1. Dante's shorts ensemble by Uniwear is prefect urban wear for those heavy inversion-layer days, complete with a visor cap to protect the eyes from UV radiation. Those burly sneakers are AeroFloats by Nuke™, complete with pressure sensitive, memory plastic lacings and a micro-airflow foam for coolness and comfort.

2. Veronica has that East Coast sass with this sleeveless shirt and suspenders set. When combined with neo-denim pants and mid-calf, splash-proof boots by Nu-Tek, you get the best in casual chic.

3. Denise poses in a body-suit-blouse and tights ensemble from Ponco™ which is easy to wear and sexy sweet. The stain-proof raylon blouse is open cut and high-collared, being dignified and alluring at the same time. Simple Plastech™ buckle and cuff booties complete the outfit.

"GENERIC? YOU WANT *ME* TO WEAR *GENERIC* CLOTHES FOR THIS ROLE? WHY DON'T YOU JUST PAINT ME YELLOW AND TATTOO A BARCODE ON MY BUTT? NO WAY."

— SHERRI GLASS, BRAINDANCE STAR


GENERIC
1
2
3

LEISUREWEAR

Athletic wear is a version of Generic clothing with a little more style and pizzazz, tending toward the chilled look. Imagine sweats being taken to the level of designer jeans. Wearers usually don't have something to prove but do enjoy interestingly decorated and upbeat fashion with more originality than Generic—but not as much glitz as Urban Flash. An example may be the type of clothing '90's athletic stars wore on their days off. These are the clothes that most TV ads will try to sell you. A new innovation is Polylog™, an artificial fabric which can actually change colors! The fabric is woven from electrically-reactive polymers which change their color based on a mild current. Up to four colors may be stored in a piece of such cloth, with orientation being monitored by a simple, built-in processor unit (which is removed when the item is washed). Color changeover takes about 30 minutes and the cloth is vulnerable to EMP and other electrical interference, making Polylog™ an unlikely choice for combat. No, it's not cheap, but it *is* very chill ...

WHO WEARS THIS?

College kids, young professionals, Movers out on the town, hip street Ronin, Bohemians. Not the ultra-chic, but people who like to look good while recreating or partying.

SAMPLE OUTFITS

1. Deidre looks toned and trim in this skintight bodysuit by Eji of Japan. The Powerblades are by RecreaTech, with "smart" polymer wheels (+1 to Athletics/Skating rolls) and internal batteries which can provide up 4 hours of power-assist roller action (+5 to MA, 200eb). Her Kevlon™ Knee and elbow pads, and Shock Touch ™ Personal Protection Gloves (Stun damage on a successful Brawling Hit, four charges, 120eb) ensure her safety while she recreates.

2. Sports fan Hans wears the Night City Rangers® line of authorized sweats and athletic wear. His sleeveless sweatshirt and jogging pants proudly display the Night City Rangers Logo (as well as clips of their best games) in glowing Wearman™ panels by Nu-Tek (*Chromebook 1*, pg. 88). The outfit includes the official Ranger line of athletic shoes, designed for comfort and response (but no actual game effect).

3. Cool and collected, Erik displays the Bodygear™ line of leisure wear. His jacket features Reacti-mesh panels under the arms and around the collar, designed to open in warm weather and close in cool, for continuous comfort control. Both pants and jacket are laced with Polylog™ memory fabric, which can hold up to four color schemes in the jacket's collar processor, so Erik can choose his color scheme for the day.

"LEISUREWEAR ISN'T ABOUT SPORTS, IT'S ABOUT *FEELING* LIKE YOU'RE INTO SPORTS. OUR GOAL IS TO MAKE EVERYONE FEEL ATHLETIC, EVEN IF THEY'RE JUST SITTING AT HOME IN FRONT OF THE NETBOX, KNOCKING BACK SMASH."

— IVAN RICHTER, BODYGEAR™ CLOTHIERS

LEISUREWEAR
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3

URBAN FLASH

Video jackets, color-shift fabrics, cammos, leathers, metal trim, logo-wear ... the wildest wear around. Chromer and Boostergang stuff. Rich mallplexer kids and Edgerunner wannabes wear this usually. It is all flash and has no subtlety, with skin-tight and see-through styling. Although transparent plastic panels are not exactly what you'd wear into combat, they are pretty frosty out on the town if you don't mind attracting a lot of attention. The latest fashion trends appear on the street in Urban Flash mode first. Watch any video-channel Dance Shows for an idea of what Urban Flash is.

WHO WEARS THIS?

Image-conscious mallplexers, dance club sluts, Chromers and metal-heads, vidstars and other minor celebs, senior gang members, and Ronin who like attention or don't care what you think anyway.

SAMPLE OUTFITS

1. Lynette looks feisty in this daring top and skirt combo by Cryo-Max. Made of Wrap-on memory plastic, each piece uses body heat to mold to the wearer's form, complimenting and supporting. Wrap-on can also hold up to six color schemes in memory, allowing her to coordinate with her accessories, in this case a transparent raincoat by London Mist™ which can be made opaque at the touch of a button—much to onlookers' disappointment.

2. Andrew carries serious attitude with this shirt and vest combo. Colorful and outspoken, the Polylog™ shirt is set to hold up to four patterns which can be reversed from outer to inner surfaces. So you could have one pattern on the inside and another on the outside, and change them as desired (color change takes 30 minutes to complete). The double vest and shoes also sport the illumi glow panels which have become so popular in the modern club scene.

3. Jennifer oozes confidence as she struts her stuff in this striking outfit by Marat, whose designs are all the rage at dance clubs nationwide. Her dare-to-bare garterbelt and hose arrangement belies the durability of her attire: those hose are Duraweave™ and can stop 9mm rounds (SP6). Her open-buckle jacket is by Alex of Milan, and features illumi strips throughout for stunning effects on the dance floor.

4. Leo is so ready in this bodysuit and jacket affair from Image Fashionware. This suave bodysuit design has relaxed pants tapering to a body-hugging top. The suit has a memory fabric zipper up the front that virtually disappears when closed. His short jacket features illumi strips and a built-in memo-chip with a time and info readout mounted discreetly in the lapel. Leo can get paged and log email numbers from anyone he meets in the clubs, all without breaking his rhythm... And he'll keep the beat wearing those fresh, all-illumi shoes!

"I MAKE CLOTHES FOR THOSE WHO KNOW WHAT THEY HAVE AND AREN'T AFRAID TO SHOW IT. THE BODY ITSELF IS PART OF THE ENSEMBLE, PEEKING THROUGH HERE AND THERE TO COMPLIMENT AND ADD EXCITEMENT. PEOPLE COMPLAIN THAT I CHARGE SO MUCH FOR SO LITTLE MATERIAL. WELL, SOMETIMES LESS *IS* MORE."

—MARAT

URBAN FLASH
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BUSINESSWEAR

Suits, semi-formal dresses and other pricey, natural fiber attire. Ties are mandatory with this stuff. No combat Edgerunner would be caught dead in these clothes; on the other hand, a good Mover or Corpzoner wouldn't wear anything else. Fixers in large organizations, some Rockerboys and a few Corp enforcers wear these. Babes go for guys in suits and dudes watch Corp-ettes wearing those frosty silk business skirts.

WHO WEARS THIS?

Almost all Corps, respectable security operatives and Corp bodyguards, Eurosolos, real uptight types. You know—people who make good targets.

SAMPLE OUTFITS

1. Emile is ready for a hostile takeover in this ultra-chill suit from Takanaka. A short coat and pants suit in French cotton with new Biotechnica arachni-silk lining which is tough as leather (SP6). His high-collar shirt is bound by a Nu Tek Tie-Fon (200eb). This sleek device blends fashion and function as it combines a cellular phone (linked to a small earphone with a pick-up mic in the knot) as well as a memo-unit and pager, all in color-coordinated neckpieces.

2. Carilla is posed to pounce in this women's suit by Takanaka. Made of French cotton and all natural fibers, this pants and jacket set is cut to accentuate her shoulders, giving her that aggressive look necessary in the competitive business world.

3. Paulo contemplates his fiscal empire in this two piece ensemble by Flein. The jacket and pants appear to be made of wool, but, in fact, are Duraweave™ fiber, giving a good protection (SP 10) without sacrificing comfort or cut. It includes a built-in Trauma Team™ Reaction program which alerts TT if the suit is penetrated at any point (300eb/mo. for service).

4. Sondra is cool and collected in this coordinated in this skirt and jacket set from Pearl Eye Designs. Her shirt is pure Chinese silk, with a memo-broach by Nu-Tek. The jacket is Tibetan cotton with arachni-silk lining (SP5). The skirt has similar construction, comes in complimentary colors, and has a variable length slit for when you need to distract that male executive during negotiations ...

"MODERN BUSINESS IS A WAR ZONE, EVEN IF IT ALL SEEMS QUIET ON THE SURFACE. OUR CLOTHES ARE THE BATTLE GEAR FOR THE NEW EXECUTIVE, DESIGNED TO PROVIDE AN AGGRESSIVE IMAGE WHILE PROTECTING AGAINST THE CONSEQUENCES OF A FAILED NEGOTIATION."

—MICHELE FLEIN

BUSINESSWEAR
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EDGERUNNER

Recently come into its own as a discernible style, Edgerunner is more than old surplus milgear, a bit more subdued than the glitz of Urban Flash, and not quite as status-conscious as Leisurewear. You have to be pretty damn cool to wear this stuff and not look like some poser wannabe. Newcomers have to make a Difficult COOL check (+ *Intimidate* and *Wardrobe/Style*) the first couple times they go somewhere noticeable just to avoid looking like some geek hiding behind chilled threads.

Edgerunner is predominated by stylishly functional gear that looks armored and/or combat ready, without being olive-drab milgear. Edgerunner style uses synthleather, metal hardware, and padding in flat, non-reflective colors that don't attract attention in the Combat Zone. "Tough!!" is the adjective most used by those young urban gangers who can't afford it, nor pull it off when they do wear it. This look is rather intimidating and "biz-only," so don't expect to draw the opposite sex to you while wearing Edgerunner (unless they're into that sort of thing). Of course, its designed to look better and better the more use you get out of it—the more bullet holes and slash marks, the chiller it is. Try patching it up with materials of differing style and color. On anything else, it's looks like you couldn't afford to get it done right, but with Edgerunner style, you advertise your abilities—you show that you're at home in a high-tek dance bar, or facing down gutter-scum in the 'Zone.

Remember, this stuff is an attitude in itself, so expect street punks to screw around with you more if you don't look like you should be wearing it. And they may try to kill you just to get your jacket ...

WHO WEARS THIS?

Edgerunners of all types who don't mind advertising, rich kids who think they're Edgerunners, and some Gangers who've taken down a Ronin who wasn't as good as he thought.

SAMPLE OUTFITS

1 • Boris here shows a combination of Gibson Battlegear™ fatigue pants (SP14) with a Plastech Duster (SP18)—and the mandatory black t-shirt. The coat's illumi panels can be shut off with a button, cutting done Boris' target profile. The boots are by Ruf Tread™, with armored toes and soles (SP20) for kicking serious poser butt.

2 • Even a Netrunner can grab a look, and Miska sports an attitude in this jacket and bodysuit combo by Ruf Tread™. The coat is medium Kevlon (SP18), with a polylog cover to hold up to four different color schemes. The bodysuit is light nylar (SP10), with knee and elbow reinforcements.

3 • Curtis is looking properly steroid in this shirt and pants set by Icon America. The shirt is morplex (SP 14) with optional sleeves (detachable via zippers). His gloves are Stun Knuks™ by Militech (Stun damage as per Black Zap gloves, *Chromebook 1*, pg. 49). Shades by Felice of Paris.

4 • Dana gets serious in this Gibson Battlegear™ set similar to Boris' but in the slightly lighter cut designed for women. It has all the function, but just a bit more style and sex appeal. The pants and t-shirt have been replaced by a bodysuit (SP10) and she has added greaves of Kevlon (SP20) for rough and ready action.

"IF IT CAN STOP A ROUND AND WON'T EMBARRASS YOU TO WEAR IT, IT'S COOL."

—ANONYMOUS SOLO

EDGERUNNER
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High Fashion

This is the stuff that you see all the super-glam models wearing. This is what Urban Flash and Generic Styles try to imitate year after year, but High Fashion features quality materials and workmanship that are second to none. The superwealthy don this clothing, and most Braindance and Vid stars wear it as well. If you're not wearing High Fashion—or Urban Flash that's imitating High Fashion—in the trendiest clubs, you're nobody.

Who Wears This?

Middle-/upper- class Euro-types, glam-rock stars, supermodels, trendy Corps, Goldenkids, Media celebrities, etc. (Note that none of this clothing features any real game value other than to appearance. Crank out those *Wardrobe and Style* skills... along with your credchip.)

Sample Outfits

1. Lydia wears this stunning evening suit by Cryo-Max featuring variable translucence pantaloons over a Spandlon™ leotard. Her short coat and hat are by HiFacs™ , made of the finest grade cotton/angora weave and are trimmed in hand-sewn patterns made of fiber-optic illumi-weave, designed by the Algerian Highriders in the ultimate combination of yesterday and tomorrow.

2. Trina is stylin' with this sexy little number from Leopold's of Night City. This noted lingerié designer has leapt into the high fashion industry with a bang, displaying designs that redefine the word "underwear." The cape is the most notable accessory, being of a Reacti-mesh™ blend that allows it to expand and contract its size from the limited amount displayed here to a full cloak that can cover all of Trina's assets, all at the touch of the clasp—just in case she needs to travel somewhere that encourages modesty.

3. Marcus looks relaxed and ready in this Polychromic™ outfit by Alex of Milan. Utilizing the memory features of other Polylog fabrics, Alex has built a program into the clothing's processor which rotates the clothing's color scheme through a set of carefully-designed shifting patterns. Thus Marcus' pants constantly ripple with a mesmerizing and gentle passage of blues, magentas, and even luminescent illumi tones that combine and coalesce with his movements and moods. His jacket also has the same Polychromic features, but its pattern changes more slowly, and, since its processor is linked to the rest of the clothing, it's always in a complimentary color to the main suit—that's right: clothing that coordinates itself!

"Clothing is paint and your body is my canvas. I drape you in art, making you a piece of eternity. I give your dreams form—and I don't charge nearly as much as that Alfonse fellow in Paris."

—Alex of Milan

HIGH FASHION
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Base Costs for Common Clothes

Pants/Jeans	20eb	T-shirt	10eb
Miniskirt	30eb	Long-sleeve Shirt	20eb
Long Skirt	55eb	Top/Blouse	15eb
Short	10eb	Tank Top	10eb
(leather or its equivalent increases price by 50-75%)		Tunic	25eb
		Leather Tunic	75eb
Jumpsuit	50eb	Sweater	20eb
Dress	50eb		
		Belt	10eb
Gloves	20eb	Leather Belt	15eb
Long Gloves	30eb	Shoes	15eb
(leather or its equivalent doubles price)		Halfboots	15eb
		Boots	25eb
Vest	25eb	Kneeboots	40eb
Tie	20eb	(leather or its equivalent increases price by 50-75%)	
Scarf/Bandanna	15eb		
Shades	5-50eb	Toboggan Hood	10eb
Hat	5-25eb	Ski Mask	15eb
Leather Chaps	60eb		
		Trenchcoat	125eb
Jacket	35eb	Cloak	50eb
Long Jacket	40eb	Short Cape	75eb
Long Heavy Coat	55eb	Long Cape	90eb
(leather or its equivalent doubles price)		(leather or its equivalent increases price by 50%)	

Style and Quality Modifiers

Style	Cost	Quality	Cost
Generic Chic	x1	Sub-average	x0.5 to x0.09
Leisurewear	x2	Average	x1
Urban Flash	x2	Good	x1.5
Businesswear	x3	Very Good*	x2
Edgerunner	x3	Designer**	x4
High Fashion	x4	Superchic (Personal Design)***	x7

*+1 to Wardrobe & Style skill checks **+2 to Wardrobe & Style, etc. ***+3 to Wardrobe & Style, etc.

Adding Armor to Clothes

Cost Multipliers and EV Penalties

SP	Lt. Material		Med. Material		Hvy. Material	
	Cost	EV	Cost	EV	Cost	EV
SP4	x1.1	0	x1.05	0	x1	0
SP6	x1.2	0	x1.1	0	x1.05	0
SP8	x1.35	0	x1.2	0	x1.15	0
SP10	x1.5	0	x1.25	0	x1.25	0
SP12	x1.75	0	x1.5	0	x1.5	0
SP14	x2	-1	x1.75	0	x1.75	0
SP16	x2.5	-2	x2	0	x2	0
SP18	x3	-3	x2.5	-1	x2.25	0
SP20	—	—	x3	-2	x2.5	-1
SP22	—	—	x3.25	-3	x2.75	-2
SP24	—	—	—	—	x3	-3

Popular Clothesmakers and their Quality Ratings

Levi: Generic and leisurewear. Average to Good.

Nu-Tek: Generic, Urban Flash. Average to Very Good.

Uniwear: Generic. Good.

Image Fashionware: Urban Flash, Edgerunner and High Fashion. Very Good to Superchic.

Icon America: Urban Flash and Edgerunner. Good to Very Good; limited Designer.

Gibson Battlegear: Generic, sometimes Urban Flash. Good; limited Designer.

Takanaka: Businesswear. Very Good to Superchic.

Eji of Japan: Leisurewear, Urban Flash. Good to Designer.

Cryo-Max: Urban Flash, Edgerunner, sometimes High Fashion.Very Good; limited Superchic.

Jordashe/Boy: Generic, Leisurewear, Urban Flash. Good to Designer.

Fireproofing

Giving clothing the equivalent of SP20 vs. flame damage adds to the price. For shirts, +100-300%; for pants/skirts, +100-200%; for jackets, +50-100%.

Misc Options

Option	Cost
Polylog™ Material*	x3
Reacti-Mesh Panels**	x2
Polychromic™ Material	x5

*Holds up to 4 different color schemes. Can be damaged by EMP or electrical pulses. Has a 5 in 10 chance of malfunctioning under combat conditions (heavy dirt/moisture, etc.)

** Provides extra comfort

Material Weights per Clothing Type

Light: Shirts, scarves, bandannas, dresses, jumpsuits, gloves, hats, ties, sweaters, thin skirts, shades

Medium: Pants, cloth jackets and coats, leather pants, heavy skirts, shoes, soft boots, some chaps

Heavy: Leather jackets and coats, hard leather and synthetic boots, heavy belts, most chaps

Notes on Armored Clothing, Layering, and Encumbrance

Humans can only wear so many layers of differing thicknesses of clothing without being so stiff that they can't move. Penalties are assessed for the Torso and Legs; your torso including arms and head (as both need considerable leeway to move freely). Layers are not interchangeable! (i.e., 2x Lights do not equal a Heavy!) Also, EV penalties for over-layering are in addition to those for armoring clothing.

Layering:

Torso: 1 layer Light clothing, 1 layer Heavy clothing
Legs: 1 layer Medium clothing, Heavy clothing

Penalties for extra layers:

Extra Torso Layer—	Extra Leg Layer—
Light: -1EV	Light: -1EV
Medium: -3EV	Medium: -2EV
Heavy: -4EV	Heavy: -3EV

More General Fashion and Armor Info

If you expect to wear hard armor and be stylish, forget it. Only SWAT teams, C-SWAT and combat troops wear hard-shell, and it can't be made stylish or unnoticeable. It's also bulky, uncomfortable (even those without EV) and hot.

If you wear hard armor outside the privacy of your hole in the wall, expect to attract a lot of attention, both from the general populace and the cops. Even seasoned Solos only wear it when they're on heavy ops, and most troops only get hard thigh and calf plates, plus maybe shoulder and thorax plates, if they're lucky. This discounts hard helmets, which are a must in any combat situation.

Helmet optional rule: All helmets (unless specifically designed) reduce sight Awareness checks by -1 and hearing Awareness checks by -3. They're also hot and fatiguing; it's inadvisable to wear other head covering under it (such as bandannas or ski masks) for any length of time. If you do, expect Awareness penalties to be doubled (GM's call).

So you think you can actually wear layers upon layers of thick armored clothing in the heat of summer? Think again. More murders happen in summertime not because the number of violent acts increases, but because people generally wear less armor! No, there ain't no way you can wear that long sleeve shirt and an armored trenchcoat and jeans in July in the middle of the Free State of California—it's too frackin' hot!! Maybe a t-shirt, a bandanna (SP10 of course) wrapped around your head, and jeans and boots ... if you're the rebel type. If you're the combat type, you might deem it necessary to slap on some thigh armor or possibly bring a light armor jacket in case "the mung hits the fan," but otherwise, forget it.

Helmets pose another problem. You see, it's just impossible to pick up some classy input, or make a street deal, or tell the nice officer that you're innocent while you're wearing a combat pot with, "Born to Kill" scrawled on the side. Try wearing a motorcycle helmet around town for as long as you claim your character does—pretty uncomfortable, huh? What to do about this and still remain somewhat fashionable? Wear a paisley SP10 bandanna around your head, rock-star style. If you've got a pretty good attitude, some girls will dig it. At least you'll be able to shake off that 9mm when it hits you in the forehead ... instead of oozing brain and spazzing like a decapitated chicken.

Scarves are another good thing. A strip of cloth that's a foot wide, four feet long, and up to SP12 rating in protection? That's magic! It can be used anywhere, and it's the only practical way to protect your throat outside of leather neck-wraps that chafe like hell. If you want, double wrap it for extra protection. You'll take *Awareness* penalties, but if you think you need it, go for it! Heck, get stupid; wrap three or four scarves around your neck until you can't turn your head—at least that rifle bullet won't get through, eh?

Gloves are another little thing combat-type Edgerunners need. It's hard for anyone outside Europe to look good in evening gloves, and any glove with an SP rating above 10 looks like pure combat gear. Only Edgerunner-style hand wear has a hope of being both protective and club-stylish.

As cool as it sounds, be very wary of Polylog™ material. It's really fragile under combat conditions and can leave you wearing a stark white piece of cloth at the worst time. Wait for the military version to be perfected.

Capes are listed in the available clothing for those of you who like to take big fashion risks. While in vogue in Europe, capes for men haven't been cool in the States for a long time. You have to have a massive COOL and *Wardrobe/Style* skill in order to wear one stateside without looking like a schmuck.

EQUIPMENT

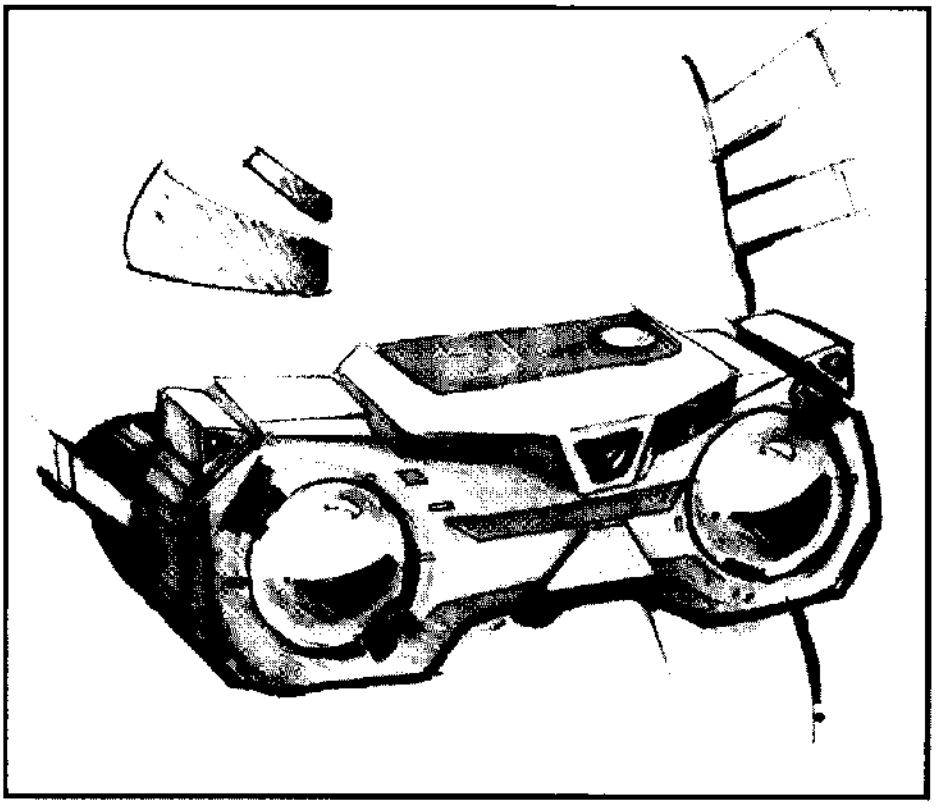
"A POORLY-EQUIPPED 'PUNK IS A DEAD 'PUNK. IT DOESN'T MATTER WHAT TERRAIN YOU'RE DEALING WITH: THE DESERT OF MARS, OR THE STREETS OF NIGHT CITY. IF YOU AREN'T PREPARED, YOU'RE DEAD."

—MORGAN BLACKHAND, *THE ENFORCER'S HANDBOOK, 3RD EDITION*

TriTech

TRITECH ECHOLOCATION GOGGLES

1500eb



Now you don't have to go 'borg for echolocation gear! You can get the entire package in a small set of .5kg goggles! The front of the goggles has a small set of emitters and microphones, and works identically to the cybernetic system.

Game notes:

This gear has the same functions as a cybernetic echolocation processor system (see Cyberware, pg 13).

"PRETTY RAGIN' GOGS. LETS YOU SEE JUST LIKE A BAT, WITHOUT GETTING YOUR SKULL CARVED OPEN FOR AN IMPLANT. I LIKE THAT—LEAVES ME MORE ROOM FOR MY BRAIN, WHICH IS THE BEST CYBERWARE YOU CAN HAVE, NO?"

— RODRIEGO DIAS, FREELANCE SOLO

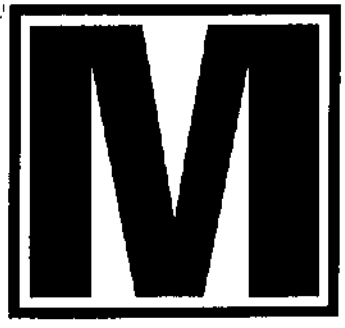
PRESSURE TRIGGER

15eb per square foot

The ultimate in concealable switches, this high-tech pressure trigger from Pursuit Security, Inc. is paper-thin and comes in a wide variety of colors, including camouflage patterns. It can be hooked to claymores, blasting caps, or an electronic relay for warning you of someone's presence.

Game notes:

Trying to find a deliberately hidden pressure trigger is a Difficult task. A "smart" processor in the trigger will prevent inconsequential things, like rain, wind, rats, etc., from setting off the trigger. Larger amounts of pressure, like a human footstep, will set it off, however.



PROTECTIVE HEADGEAR INSERT

50eb

Last chance! Okay, the bullet's torn through your helmet—what's left to stop it from tearing through your brain? Your skull!? Yeah, right. Take yourself down to the nearest Militech store and get yourself a LastChance Protective Insert! A thin sheet of Kevlar that will fit under any headgear and be completely concealed—it could be the smartest decision you make this week!

Game notes:

The LastChance is fully concealable under any form of headgear (helmets, hats, etc.). It has SP4 and EV 0.

TechJager

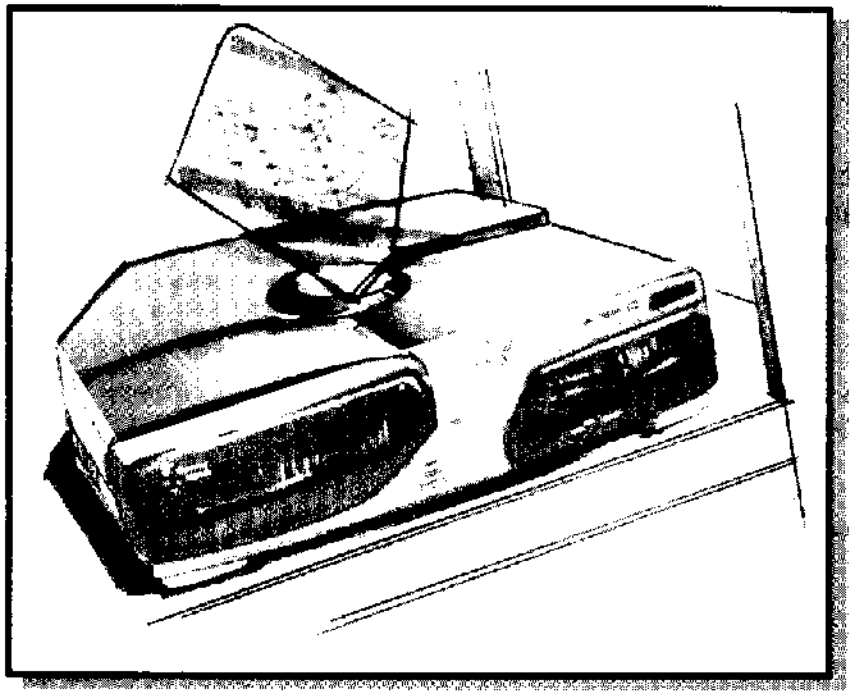
ANTI-PURSUIT LIQUIDS

prices vary

People shouldn't chase you. It's not nice. That's why TechJager has developed the Anti-Pursuit line of products. Spill 'em on the ground behind you, and the pursuers have problems! As an added feature, all liquids are clear, making them hard to discern from floor wax or water!

Game notes:

One liter covers 3 square meters.
Stickum (400eb/liter): All who step through must make a Very Difficult Strength Feat roll to get their foot/feet free.
BadFumes (500eb/liter): All who pass through must make a Difficult BOD roll (Endurance or Resist Drugs skill may apply) or be overcome with nausea.
FireFun (700eb/liter): Encapsulated reactive metals are suspended in an aqueous flammable gel. If anyone steps on it, it goes up in flames! (3D6 damage/3 turns/30sec)



STEPHENSON TECHNOLOGIES

STEPHENSON TECHNOLOGIES SOUND OPTIMIZATION SYSTEM

1000eb

Vitaly Chernobyl used it to make the acoustic most of his sound setting! Now, you can have the same system! In fifteen minutes, the Sound Optimization System will have created its own internal map of the surrounding area and will find the optimal location for each speaker in your arsenal! It's lightweight, compact (about the size of any other rack component), and will make you sound phenomenal!

Game notes:

You must make a Very Difficult TECH roll (Electronics and Play Instrument skills add) to determine the proper position of your performers and speakers for effect. If successful, the band gets a +1 Perform skill while in that venue.

M

NANO-PAPER

3eb per sheet

The ultimate in security! Militech Intel operatives use this stuff! All you have to do is flash it with a special light (10eb) and it turns into dust! No one will be able to recover any of your writing!

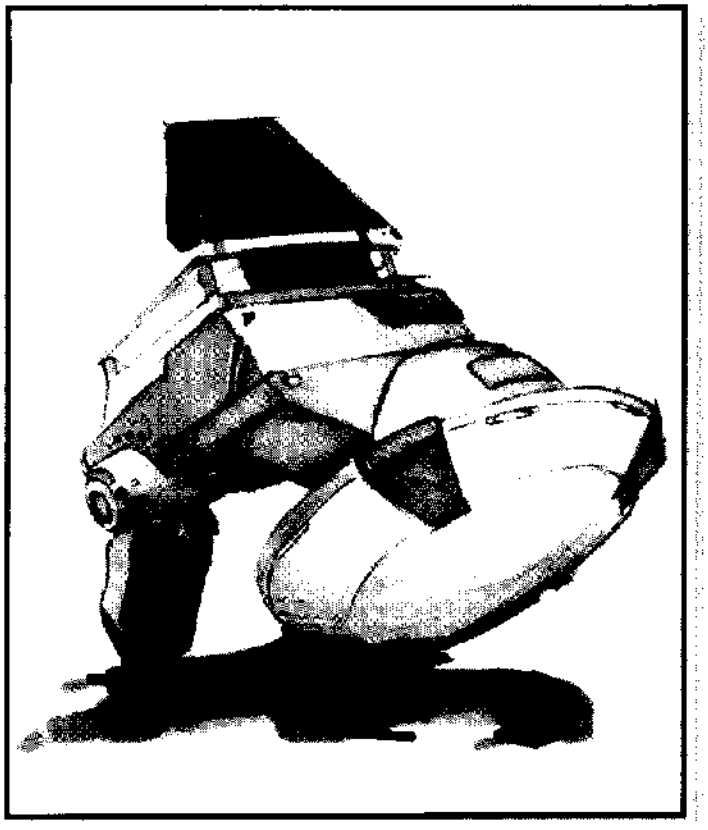
Game notes:

The light is a special frequency and color, and will cause the paper to dissolve instantly, making anything permanently unreadable. Of course, there are the rumors that Militech has another light that will cause the paper to reassemble itself ... but that kind of tech is many years in the future, right?

Wutani Sensors

Wutani Sensors Motion Tracker

770eb



Enemy movements are important to any action-oriented individual, whether you're a hunter in the jungle, or a Solo in its concrete equivalent. A lunch box-sized device, the motion tracker uses infrared to detect close proximity objects, and lasers to measure actual movement. Two modes of operation are available: Omni-Direction and Uni-Direction modes. Omni mode will show movement of people (or equivalently-sized animals) at 75m and vehicles at 300m. Uni-Direction will extend the ranges to 125m and 1 km respectively, but only for the specified direction. A detachable screen display shows all "bogies" graphically, each individually tagged with direction, distance, and approximate size class. 12-hour rechargeable battery included. Weight: 4kg.

Game note:

When in operation, this device is visible to IR and low-light optics at distances up to 150% of its range.

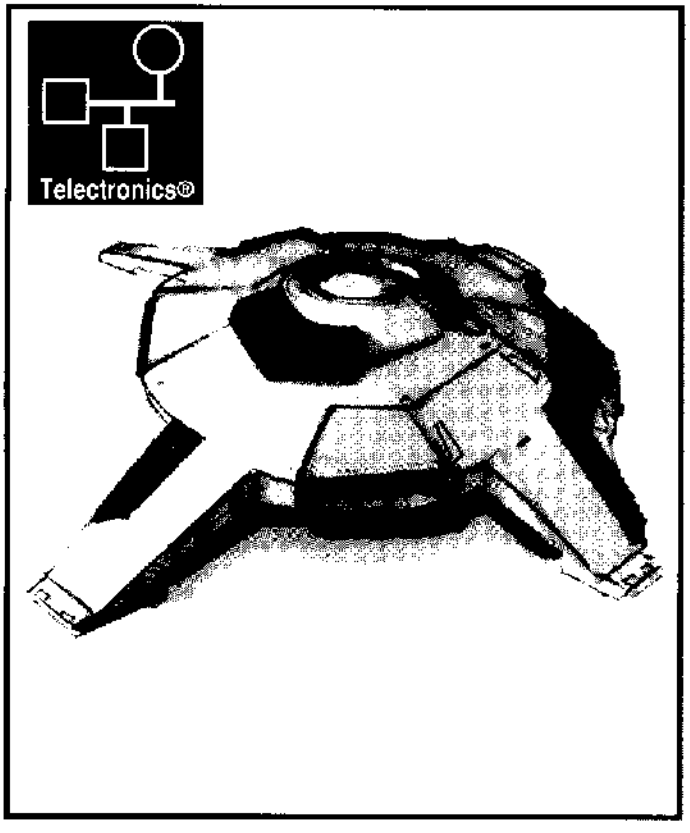
EnduroDrink

8eb per can

Non-addictive, effective, and perfectly legal in all major sports! Biotechnica's EnduroDrink is the perfect blend of fats, carbohydrates, and electrolytes to keep your body fueled at an optimal level!

Game notes:

Drinking a can will allow for a +1 Endurance skill bonus for two hours after consumption. Effects are not cumulative either in terms of bonus or time, however.



Wall Speakers

250eb

Do you hate having to position the speakers in your house? Are your neighbors too friendly? Well, a wall speaker is what you need. Each speaker is about the size of a silver dollar and has a removable adhesive that allows it to stick to any surface. The microwave signal can be attached to a stereo or other sound-producing instrument. Through vibration, the speaker will use the whole wall as a sounding board. It's omnidirectional, and can be turned up just as loud as your regular speakers.

Game note:

There have been some nasty Net-rumors that the wall speakers will collapse low-income housing. This is not true. The vibrations given by a speaker at power-level "5" will not collapse a free-standing wall of balsa wood. Telectronics makes no guarantees for wall safety above Level 5.

ArmorSaver Drink

50eb per can

Need to rebuild damaged skinweave or subdermal armor? This is the way to go! ArmorSaver Drink is a specially blended mix of natural liquids, synthetics, and nanites that will rebuild your nanotech armor systems after they have been damaged. Available in chocolate shake, coffee, lemon-lime, and cherry.

Game notes:

One can, when consumed, will replace 2SP of skinweave. It will never take the armor beyond its max SP, and anyone who drinks it that does not have either system will get violently sick.

Thermite-in-a-Tube

90eb per tube

"Many people ask me: Dan, why did you make a squeezable toothpaste tube full of thermite? My answer: because there are those bulkheads and safes and locks that just can't be opened without a little heat. And thermite reaches near-fusion temperatures. In the tube there's enough to do a 20' strand of thermite. With my special phosphorus primer, all you have to do is light a match to it, and FOOM! You're meltin' steel!"

—Dan, of SuperDan's Industrial Supply

Game notes:

Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP a turn (10sec) to metals and stone, does 4D4 damage a turn (for three turns) to organic compounds.

TechJager

TechJager Plug-in Air Foulers

prices vary

Everyone appreciates an air freshener. Some people really like to have clean-smelling air. These people like the fact that the plug-in kind of fresheners have 26-day lives, so their air smells good. TechJager hates those people. Our plug-in sabotage devices release gases of several different mixtures. All of them are designed to be undetectable to the normal nose, covered by our scents. All plug-ins can fill a 10x10 room with gas, and last thirty minutes after being plugged in and activated. Activation is accomplished by flipping the switch at the bottom, and the process cannot be reversed. Dimensions are 4"x3"x2".

Game notes:

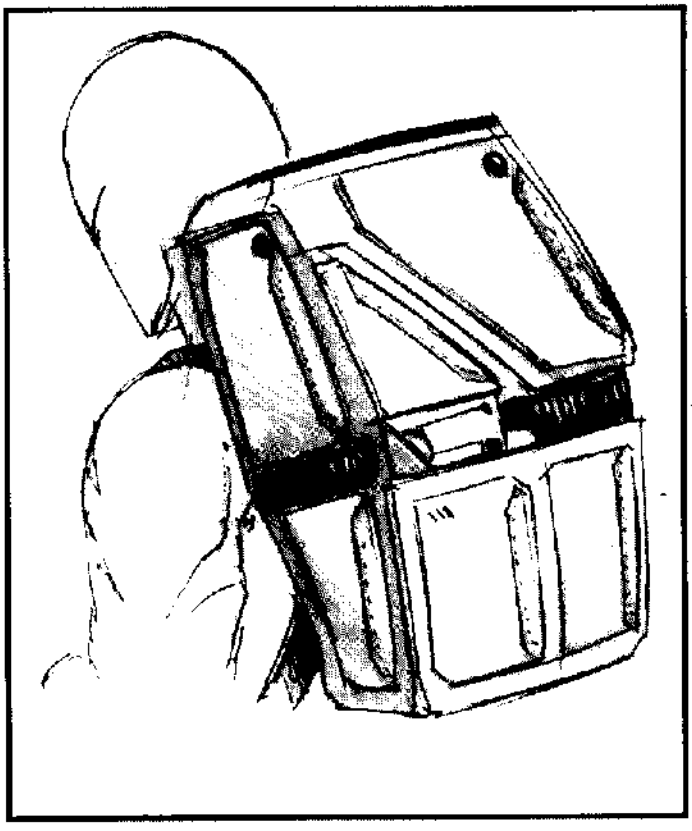
Price is per unit.
Burnt Almond Scent: Biotoxins 1 or 2; 600 or 700eb
Wintergreen: Hallucinogenic; 550eb
Potpourri: SleepDrug; 550eb
Spring Breeze: BlabAll psychogenic (acts as a -3 to all Resist Torture rolls, and a +3 to others' Interview or Interrogation skills); 650eb
Hickory Smoke: Delayed nausea (all who fail a Difficult BOD roll will be hit by severe nausea 1D6 hours later); 575eb
Note: Gas effects for nausea, sleep, and BlabAll are 2D6 hours. Hallucinogens last 4D10 minutes. Biotoxins cause damage, but no other lasting effects.

Kevlar Backpacks

prices vary

Old fashion with a new twist!

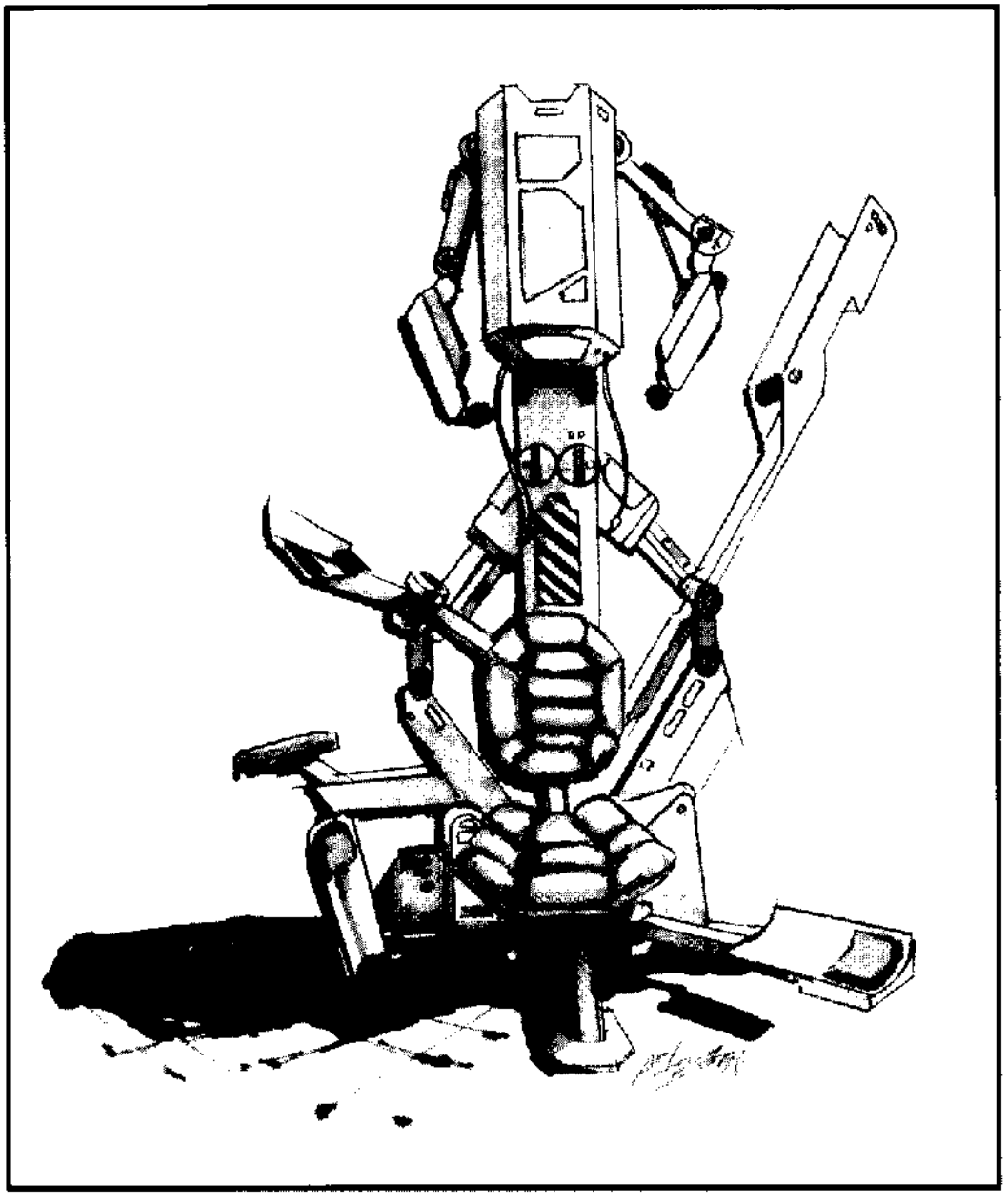
We all have possessions that we don't want ventilated, and wearing a backpack has been in fashion since the 1980s, so what could be more natural than an armored backpack? It not only protects your valuables, it protects your back, too! Available in a dazzling variety of colors and styles. Comes in Armor Rating SP10 (50 eb), or with inserts (SP18; 100 eb). Weighs 1/2 kg (2 kg with inserts), holds up to 50 kg



Game notes:

Backpack protects the torso (locations 2-4) from rear attacks (counts as full SP, subtracted before hitting contents and/or back of wearer). Wearing an empty pack is EV 0, wearing a pack with 1-5 kg of contents is EV -1, with 6-10 kg of contents is EV -2, with 11+ kg of contents is EV -3.

BODYWEIGHT
Life Preservation Systems



BODYWEIGHT INTERFLEX™ CYBERGENICS MACHINE

2800eb

"Your body is a complex machine—to fine-tune it, you need an equally advanced device."

"Your time is money—you're not going to invest money in something that wastes time."

"Your home is a castle—every castle should be opulent, not cluttered with ponderous junk."

To fine-tune your body, Bodyweight, Inc. offers the latest in cybergenic science: InterFlex™. Formatted for twenty-seven different configurations, InterFlex™ allows you to access the full range of body-building, figure-shaping, aerobic and cardiovascular exercises. To maximize results, InterFlex™ will imprint itself to your levels of physical fitness and experience (up to eight-

four different imprints can be stored in memory, making InterFlex™ perfect for commercial gyms and spas as well). To program your InterFlex™, activate the machine by remote control—it automatically opens to evaluation mode. Settle into the comfortable Temperfoam cushion and jack the computer into your neural plug via the built-in low-impedance cable. Once interfaced, the myomer tension frame will adjust to your body shape and size, offering the ultimate range of motion. As you are run through a routine of test exercises (specified for either toning or bulking), the InterFlex™ learns your body's unique personality—after fifteen minutes, your own Cybergenics program is complete.

The next time you activate the system, InterFlex™ autonomously deploys itself for your first exercise. Settling down for a good workout, you jack in so that the computer can keep tabs on your heart rate, breathing, endorphin production, circulation, hydration, muscle fatigue and other vitals. The database updates itself every time you jack in, re-evaluating your physical condition as well as uploading the latest in health and fitness data from the Net. As you go through your personal cybergenics program, the machine reconfigures around you for each exercise, and the myomer framework constantly adjusts its resistance to suit your capabilities. The experience is that of an invigorating, stress-less, no-impact workout which produces maximum results. InterFlex™ will know when you're done—while you're showering off, the system shuts down and collapses itself back into its "rest" mode: A compact, attractive (did we mention portable?) module that fits in with any modern decor.

BODYWEIGHT
Life Preservation Systems

INTERFLEX PRIME™

4400eb

Your comfort is everything—in this modern age, there's no excuse for needless suffering.

If you prefer leisure to hard work but still want a superior physique, Bodyweight, Inc. offers the InterFlex Prime™. The Prime model is equipped with a hyper-fidelity braindance player and an advanced neuro-muscular "ghost-puppet" polyprocessor array. InterFlex Prime™ works exactly like the regular model, except that it does the sweating for you. When you jack into the Prime model, you are submerged into the virtual experience of your choice (loaded either from your own collection of chips, or from an on-line braindance subscription service), letting you experience whatever you like. Meanwhile, your body goes through all the motions, getting a full workout through to the Prime model's cybernetic choreography. When the exercise session is over, InterFlex Prime™ prompts you in your braindance (your choice of prompt: sensory or virtual)—all you have to do is take a shower!

PRICE LIST

CYBERWARE & CHIPWARE

ARC-THROWER 1050EB
BALLPOINT CYBERFINGER 25EB
BIGRIPP 850EB/1200EB
CHIPLOK 150EB
CORVETTE CYBERLEGS 4500EB/5000EB
CYBER-DETECTION COMPUTER 3000EB
DOUBLE-JOINTED OPTION 1000EB
DOUBLE-SLIT PUPIL OPTION 200EB
ECHOLOCATION SYSTEM COPROCESSOR 800EB
EXTENDING LEG UNITS ..... +400EB
EXTRA TWIST™ JOINT ADDITION ..... PRICE VARIES
FLESH MOUNT FINGER OPTION 100EB
HIGH FIVE 355EB
LOCKING JOINTS 100EB
LOCKDOWN 300EB
LOGO-LINE TATTOOS ..... PRICE VARIES
MEDICAL MODULAR HAND 975EB
MONOVISION 650EB
NEWTHROAT 850EB
NEWTEETH 200EB
ONE-SHOT SPECIAL CYBERFINGER 250EB
POWERJAW 100EB
SCRAMBLE 50EB
STINGER 400EB
SOVIET CYBERWARE ..... PRICE VARIES
STEALTH FOOT ..... +150EB
TVSKIN 600EB
TASTE BOOST 100EB
VARIABLE-CHAMBERED CYBERHEART ..... +450EB
VEIN CLIPS 700EB
360° ROTATION JOINT 120EB

DREAM SUPPRESSANT CHIP 300EB
FACEDOWN CHIP 150EB
HOME CHIP 940EB
SHAPE RECOGNITION CHIPWARE 500EB
SPEEDREADING CHIP 250EB

BIOWARE/NANOTECH

ADVANCED MUSCLE/BONE LACE ..... PRICE VARIES
CIRCULATORY SPHINCTERS 3200EB
FLASHLITE IMPLANT 290EB
FREEZEBAN BIOCONSTRUCT 650EB
ILEOCECAL SIPHON 500EB
METAHEME REPLACEMENT 1300EB
NEOAPPENDIX 500EB
NEOLUNGS 1000EB
NANOAUDITORY REBUILD 1500EB
NITROGEN BINDERS 1400EB
NEURAL BRIDGE 600EB
POISON GLANDS ..... PRICE VARIES
QUICKCLOT NODES 3000EB
SUNSCREEN 250EB
SECONDARY GUT 750EB
TAILORED PHEROMONES ..... PRICE VARIES
TUFFBONE ENHANCEMENT 1300EB/2800EB
TOXIN SCREEN 3400EB

VEHICLES

BELL-BOEING AIRCAR 300,000EB
BRITISH AEROSPACE AV FAB ..... 840,000 EB
CADENCE INDUSTRIES HOVERVAN 105,000EB
GAZ/LADA COSSACK 34,000EB
GMI SIERRA GL 20,350EB
GMI SIERRA HATCH 13,950EB
HONDA R400 TRAIL 3000EB
IMPERIAL METROPOLITAN AG. NOMAD 51,000EB
KUNDALINI ROADWORKS "BEDOUIN" 105,000EB
KUNDALINI ROADWORKS GEVHOG 16,100EB
KUNDALINI ROADWORKS GSR1200 TETSUO 25,000EB
MAC-DEUX "MONSTER" 240,000EB
MACLAREN/JAGUAR SPORTS AERODYNE ..... 1.5 MILLION EURO
MACLAREN/JAGUAR XJ220C-P POLICE INTERCEPTOR 165,000EB
MEXICAN METALS LLAMA ..... 33,000 EB
MITSUZUKI BUSHI 27,000EB
MITSUZUKI C21 KENADA 7550EB
MITSUZUKI FUJI 17,450EB
MITSUZUKI MSX900 BAKUSHIN 6600EB
PANEUROPE VBL APC 145,000EB
PANEUROPE ZOBEL (EUROLAV II) 150,000EB
SPINELLI AUTOTECH SHILTRON TWIN CAB/ SHILTRON ECONOMY 55,000EB/40,000EB
SPINELLI AUTOTECH SPIRIT 235,000EB
TETRACORP DR2100 LONGNOSE 200,000EB
TOYO-CHEVROLET CORPORA/ CORPORA SPORTS 41,000EB/46,000EB

Toyo-Chevrolet Hopper 1625eb
VMW Cohort 5500eb
VMW Volksrad 1150eb

Netgear & Programs

Data Cache ..... price varies
Gloves/Goggles Interface 100eb
Hot Key Keypad 100eb
RESIDENCE AI 150,000eb
Shadowdeck 4500eb
Transcriptor 150eb

Audio Virus 8000eb
A Picture's Worth 1200eb
DeckShield One 320eb
Grid Wave ..... price varies
Guest Book 200eb
IGOR 4800eb
Mirror 1200eb
Ninja 1520eb
Red-Out 6750eb
Scribe ..... no price
Superballs 500eb
Swarm 3000eb
Translator 2000 ..... 240eb
Weed 630eb

Equipment

ArmorSaver Drink 50eb
Anti-Pursuit Liquids ..... price varies
Cybergenics Machine 2800eb/4400eb
Echolocation Goggles 1500eb
EnduroDrink 8eb
Kevlar Backpacks ..... price varies
Motion Tracker 770eb
Nano-Paper 3eb
Pressure Trigger ..... 15eb/sq.ft.
Protective Headgear Insert 50eb
Plug-in Air Foulers ..... price varies
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Thermite-in-a-Tube 90eb
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CYBERPUNK

HAVE YOU GOT THE EDGE?

If you don't, then you aren't gonna make it on the streets. You need the Strength of Street Knowledge. What school are you gonna go to for this knowledge? Cyberschool. And your textbooks are listed right here.

CYBERPUNK 2020®

and

CYBERGENERATION™:

Two Twilight Tomorrows From the Masters of Dark Future Role Playing, R. Talsorian Games.

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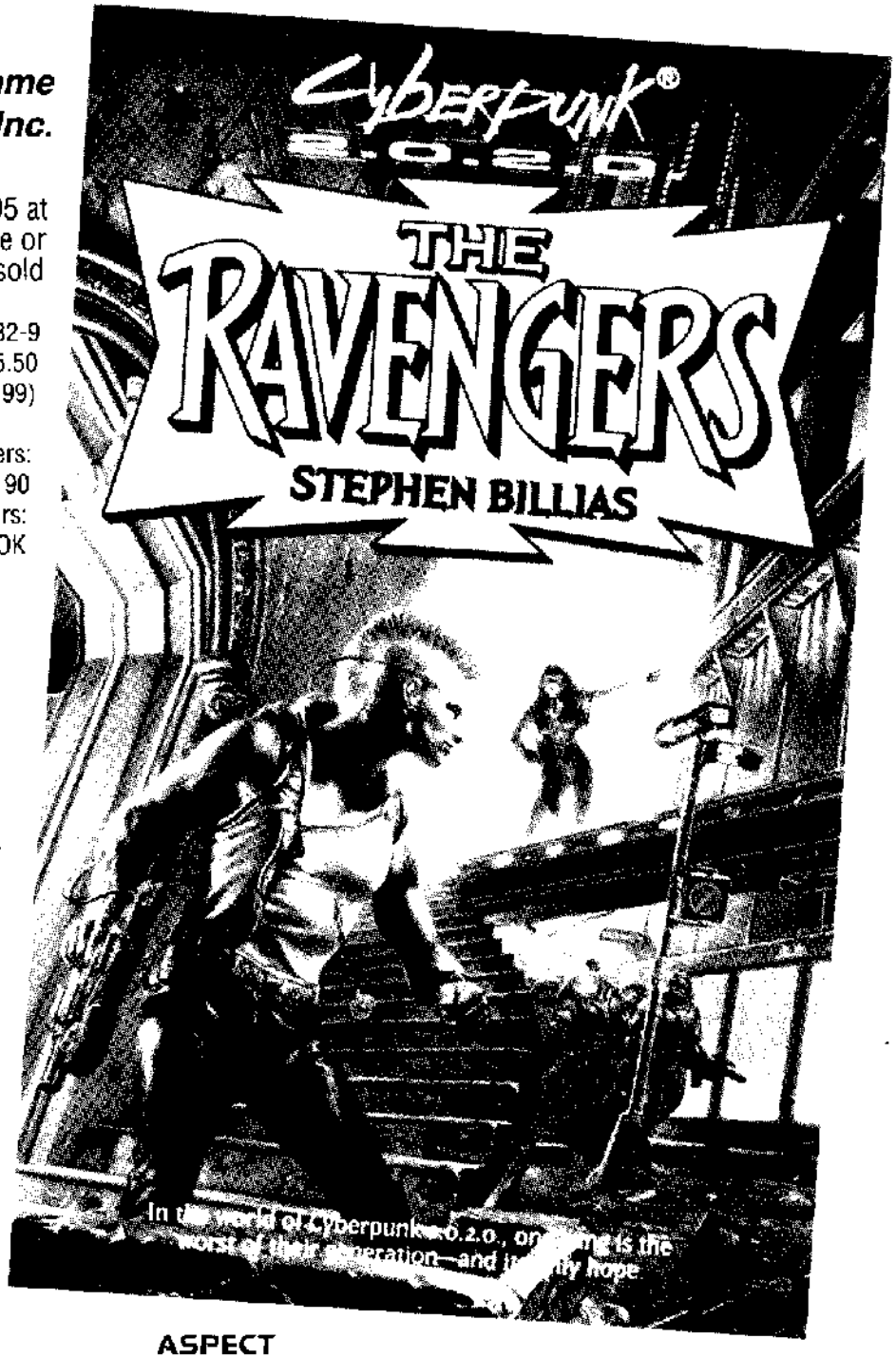

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